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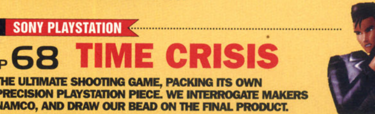
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MY DAD'S GONNA BITE ME

Tell you what you want from a game, in case you haven't given it thought lately.

You want surprises, first of all. The only reason you got yourself interested in games is because you were surpised by how exciting they are. Whichever one it was that caught your eye, it was amazing enough to get your full attention.

You want a game to retain your interest. It's so annoying when a game becomes super boring after the initial 'wow' wears off. Worse than that, you get a game that's over before reaching its full potential.

You want friends to get into your favourite new thing too. Kind of embarrassing when everyone is over to check out the cool game you just bought, and says 'what else have you got?'. Come on, it's happened at least once!

But what you really really want from a game is something else. For it to be something else. Like you just couldn't have predicted the effect it would have. And that's the kind of game we're starting to see emerge from the best developers, that will see us through Christmas and into the new Millenium. (*PaRappa*, we salute you!)

You should respect *Spice World* from Sony as being something more than a gimmick. It represents a freedom that has been missing from our scene for beyond too long. Here's to whoever can surprise with, maintain, and get everyone in on another fun bandwagon that only video games can roll out. **Paul**

HMV/CVG CHALLENGE NO.2 RAISES THE ROOF!

Crowds gathered in London on 20 September to witness the N64 *Lylat Wars* showdown at HMV Games. Twelve of the UK's finest players braved the Battle Royal mode in Lylat Wars, watched by a gathering of rowdy fans.

The people making the most noise represented Sky TV, who were there especially to cover the event. Rik Henderson, presenter of The Computer Channel, generated enough excitement to power the entire Trocadero. Everyone in London's premier entertainment centre would have heard when the last Arwing was gunned down! Embarrasing for the loser. A real thrill for the winner.


The Challengers, plus some weirdo in an orange jacket.

And the guy with his finger on the trigger was Ben McBean from Wellingborough. Ben made it into the final along with his mate Arron. Kind of suspicious, but it made for great TV. Ben and Alan denied it, but they definitely went all out to remove the other finalist from the arena before concentrating on each other. In the end it was Ben who got the Nintendo 64 Pod, with a crate of great games.

(Photography by Tabatha Fireman)

Ben, we know you're reading this. And we know your Mum buys CVG and brings it home for you. Now everyone else knows it too. Maybe you can't even tie your own shoelaces, but you pilot an Arwing like a demon. So congratulations, and enjoy the Pod.

Roll on *Tomb Raider 2* in December – it's gonna be even bigger. Everyone, make sure you enter. You stand a good chance against Ben if you can eat solids with a knife and fork.

Many thanks to Nintendo for providing the Pod, and runners-up prizes of Pocket Game Boys. And thanks to all the runners up for turning up: Stephen Wake; Anthony Lee; Stephen Dyson; Matthew Lambourne; Barry Sheils; Robert McNelly; Gavin Catherall; Greg Ihantenko; Robert McMannon, and Christpher Turnbull.

Tip: Practice looking cool while you play games!



'I only lost because some guy was shouting!'

NEW TECHNOLOGY NEW BEGINNING

There used to be a time when CVG readers could judge the success of a machine on the fact that it was the latest and therefore greatest. Like 3DO. Like Philips CDi. Like Atari Jaguar. Like... obviously things have changed.

But not by much. As anyone who owned a Super NES will tell you, Nintendo's machine was technically the best you could buy. Yet players in America and Europe bought into the image Sega Mega Drive projected, and choice of games. Only in Japan, where the games market already knew and loved Nintendo, did the Super NES (Super Famicom) rule supreme.

The current champion is Sony PlayStation. Not just in one territory, Sony have managed to get the entire world to value PlayStation. And not because of the hardware – PlayStation earned its respect by supporting the widest selection of great games with the coolest image to support them. We're happy to go along with the existing machine for however long, so long as the great games keep coming.

Sega maintain their reputation for the greatest arcade games around. It would be awesome to take *House of the Dead* home for the Weekend; Play *Virtua Fighter 3* the way AM2 intended (still one of the most beautiful games that exists). Sega have officially released details on their new games system, to be launched in 1998. From what we hear, it has the power to make even their most amazing arcade games look dated. Big news!

Or, 'Big deal'?

CVG loves Sega. We know they have the right people to make a difference with 'Dural'. Question is, how much has the world's perception of video games changed. Are you buying into an image or the experience?

Full details on Sega's newest games machine can be found in news, starting on page eight.



CVG RATING SYSTEM





5... EXCELLENT — HIGH FIVE! Pure magic, enough to make a grown man cry. Every game which hits the High Five is essential. Let there be no doubt, this is depth and vision beyond belief.

4... VERY GOOD — Usually the highest we feel confident awarding a game. Ranks among the best in its field, or surprises us with elements of well implemented originality.

3... GOOD — Something you may want to own, as opposed to renting out for a couple of days. Here is a quality, entertaining game to suit most tastes. Good, but not great.

2... PRETTY BAD — Unlikely to be especially original, or overflowing with exciting features – there are better examples available. Or else this is a clumsy attempt at a new concept.

1... VERY POOR — Almost a flat-liner, it's so lifeless. You'll be wanting to exchange this for something else straightaway. Save yourself the bother by avoiding in the first place.

FAIR COMMENT

Hold onto your solicitors. Apparently, so long as we put this little box here, CVG can get way with saying exactly what it likes, when it likes, in the manner it likes, and for ever! Just to make it clear that everything written in CVG is based on our own personal opinion. Fact boxes which head the reviews comprise of information from the relevant companies, or is to the best of our knowledge. Also the news section of the magazine is full of information which we have found to be true, and is correct at the time of going to press. Basically if we say it's good, we think it's good. And when we say it's crap, we honestly think it's crap. We don't have any big organisation breathing over our shoulders influencing review scores or anything sordid like that. We're clean! Long live the truth!

THE GOLDEN JOYSTICK AWARDS

golden joystick awards 1997

THE 1997 GOLDEN JOYSTICKS AWARDS SPONSORED BY HMV AND IN ASSOCIATION WITH NINTENDO 64 AND SONY PLAYSTATION

LAST CHANCE TO VOTE!

This is the last time we're gonna print the entry form for The Golden Joystick Awards, 1997. Making this your last chance to vote for your favourite games, and games-related people.

All the categories listed below are pretty self explanatory – if you're not sure, refer back to a September or October issue of CVG for help. By the way, Magazine Categories are there for you to judge games coverage in all the EMAP games mags, not just CVG.

Go for it! There's the chance of winning a large screen TV worth £1000. Plus four runners-up will receive HMV vouchers to the value of £100.

★ **SOFTWARE CATEGORIES**

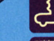
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★ **GAMES INDUSTRY CATEGORIES**

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BEST SOFTWARE HOUSE (15)	



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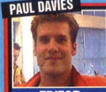


★ SEND ALL ENTRIES TO: GOLDEN JOYSTICKS COMPUTER AND VIDEO GAMES 37-39 MILLHARBOUR, ISLE OF DOGS, LONDON, E14 9TZ.

EDITORIAL

GIVING YOU EVERYTHING

PAUL DAVIES



EDITOR
CURRENT FAV GAMES:
- FINAL FANTASY VII
- PARAPPA THE RAPPER
- FINAL FANTASY TACTICS
- SF COLLECTION
- VAMPIRE HUNTER

Mad. No. Yes! No. No. Yes, alright. But only because he works on CVG. Ever see John Carpenter's remake of The Thing? Being exposed to CVG is a lot like the alien in that. Sit in the same room for too long, and you get posessed. To most people, an office is a place of work. On CVG the office is a living shrine to video games. Every piece of paper. Each pen and pencil. The very tables and chairs ooze video games. *It's only a matter of time before everybody feels the benefit.*

TOM GUISE



DEP EDITOR
CURRENT FAV GAMES:
- PARAPPA THE RAPPER
- FINAL FANTASY VII
- QUAKE
- TIME CRISIS
- GRAND THEFT AUTO

Tom just discovered The Skating-board – a clever little device, which is a cross between roller-skates and a surf board. Its intended use is for personal transportation that can be easily carried and stowed away. Trust our Deputy Dirt Bag to find a neat way of transforming an otherwise practical accessory into a statement of lifestyle. Would you believe that Tom is now perfecting Skating-board stunts, which include lunging from the board with arms flung behind like a swallow.

ED LOMAS





SENIOR WRITER
CURRENT FAV GAMES:
- HEXEN 2
- QUAKE
- FINAL FANTASY VII
- SHADOW WARRIOR
- GOLDENEYE

Ed, or 'Mr Lively', has been surfing the net, listening to Pink Floyd. And that's about it. Oh no, he's been playing *Hexen 2* as well. And that's it. Oh, no... oh... and Ed's had to do some *Street Fighter EX (Plus Alpha!)* screen shots. Or 'grabs' as we like to call them. Just a little CVG secret for you there. Let's see, have we got any more? How about Ed Lomas wears the same pair of jeans and trainers to work every day. Every day. Imagine that. Yes and we have to sit near the dirty beggar.

STEVE KEY



SENIOR STAFF WRITER
CURRENT FAV GAMES:
- GOLDENEYE
- DARK REIGN
- HEXEN 2
- WORLDWIDE SOCCER
- ACE COMBAT 2

L........ ....censored... ....censored...... ....censored...... ....censored... ....censored........... ....censored... ....absolutely bloody disgraceful behaviour!

ALEX HUHTALA



STAFF WRITER
CURRENT FAV GAMES:
- FINAL FANTASY VII
- GRAND THEFT AUTO
- TOMB RAIDER 2
- COOL BOARDERS 2
- TOP SKATER

We've figured it out. Alex Huhtala is employed by the Hyper Interactive Digital Galaxy to make earth groovy. Most times Alex is invisible in the shadows, like some kind of space ninja. Suddenly there he is with an opinion. Always a very cool opinion, which tends to raise the shackles of our first Senior Writer (Ed!) who doesn't see cool, just fact. You should be here for arguments along the lines of 'yes, but it's sort of cool', 'no it's not, it's just rubbish.' These happen at least once a week on CVG.

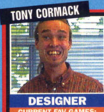
JAIME SMITH



ART EDITOR
CURRENT FAV GAMES:
- SF ZERO 2 DASH
- TOP SKATER
- STEEP SLOPE SLIDERS
- SUPER SF2 TURBO
- PARAPPA THE RAPPER

Don't disturb him...DON'T disturb him. If you see Jaime in the street don't disturb him, he's memorising thousands of trivia questions in preparation for the weekend pub quiz. His team have won twice now, and... grief it's almost too boring to write, let alone read. Can't Jaime think of anything else to do with his spare time! We really need your help with this one, goodness knows we've tried our best. Anyone got any suggestions? Address them to the Editorial section.

TONY CORMACK



DESIGNER
CURRENT FAV GAMES:
- TOP SKATER
- TEKKEN 3
- WIPEOUT 2097
- TOMB RAIDER 2
- ROBBIE WILLIAMS

First in the queue when the metabolism drives were handed out. Tony just returned after another long holiday, the second in as many months! No wonder he's so charged (somehow the rest of us seem to be missing something. Can't quite place it though...). Latest Cormack news is that he is famed for his bony ass. Not sure what particular skills he is fond of practicing with his pointed posterior (Hole punching? Lawn ventilating? Ice Pick?) but it keeps his mates amused for hours.



NEWS

SEGA

SEGA'S SUPER-CONSOLE IS COMING!

Sega's new console definitely exists – at least on paper – as proven by the appearance of its developer manuals. And from the look of it, this machine is going to be a powerhouse!

For months there's been speculation over Sega developing a new machine. All of which reached boiling point in August, when The 3Dfx Company declared they were seeking legal advice after Sega pulled out of a contract to use their technology in the new system. Now there's finally solid evidence of Sega working on a new console – developers have received programming kits, complete with user manuals showing the machine's incredible specifications!

OUTDOES MODEL 3 COIN-OP ON PAPER!

Sega have previously admitted to exploring new technology from other companies (3Dfx being one of them), however the big-league names on the spec list for Dural (the prototype name for the new Sega console) are impressive. First up are Microsoft, who are said to be developing their WinCE Operating System for it. Not only will this make it easier to develop games for the console (especially from arcade machines planned to use the same OS), but it is also intended for non-gaming utilities. Sega intend Dural to be far more than just a gaming machine, and are even developing a keyboard, mouse and modem for it.

Other names on the Dural specs list include Hitachi, whose latest SH-4

128-BIT MACHINE REVEALED TO DEVELOPERS!

chip is the machine's main processor. The Saturn used two of Hitachi's SH-2s as its twin-CPU, however the SH-4 – which isn't even in producion yet – is far more powerful, especially for 3D tasks. Sega have confirmed that the processor isn't 64-bit at all, but in fact 128-bit!

NEC's PowerVR was being touted as the new graphics chip for Dural. And indeed the PowerVR2 is on the specs. Capable of generating 1.5 million polygons-a-second, Sega sources claim that on paper Dural could outdo their Model 3 coin-op. The machine is supposed to run in high-res mode as standard.

As with Saturn, Sega are using Yamaha for their sound chip again. The new processor can generate 64 voice tracks simultaneously. That's enough to play a fully-digitised small orchestra.

Other vital elements of the machine include its custom CD drive which is said to have dual-density compatibility, allowing it to play normal CDs or special super-density Dural CDs. Also, a modem may be built-in. Following Sega's experience with the NetLink and the obvious future of on-line gaming, a modem would seem a necessity.

YAMAHA
HITACHI
Microsoft





SET FOR AUTUMN '98 RELEASE!

Sega are planning to get Project: Dural out for this time next year, however they need a strong game line-up for its launch. In-house development is no doubt underway, although rumour has it Sega have farmed out some of their big coin-op titles. Names like Lobotomy have been suggested for AM1's *House Of The Dead*, and Core Design are said to be doing AM2's *Scud Race* after impressing Sega with a demo version. Other third parties have either received early development kits (with final versions scheduled for February '98) or been told to start work on Pentium 200 PowerVR PCs. It seems that the Microsoft operating system allows easy porting of code from Pentium PC to Dural!





AM3's incredible Model 3 game *The Lost World*. Amazing looking as it is, Dural has the capability to perfectly reproduce this game – at least on paper! *Scud Race*, *Virtua Fighter 3*, we could have them all!

PROJECT DURAL: THE SPECS

Here's the specifications of Sega's new Dural system, as printed on Next Generation's website. This is said to be the most accurate version of the machine's innards, as shown in current developer manuals.

MAIN PROCESSOR: Hitachi SH-4 200 MHz CPU
GRAPHICS CHIP: PowerVR2 (Highlander)
SOUND CHIP: Yamaha ARM7-based ASIC
MAIN RAM: 8 Megabytes
VIDEO/TEXTURE RAM: 8 Megabytes
AUDIO RAM: 2 Megabytes
CACHES: 8k instruction/16k data/128K CD ROM buffer
MODEM: Modem card (possibly PCMCIA based)
OUTPUT: VGA and 640x240 anti-aliased RF
CD ROM: Custom dual format

SEGA STILL DEDICATED TO SATURN!

All this talk of a new Sega machine may leave Saturn owners concerned, however Sega have been quick to dispel any fears. The head of Saturn development, Mr Hideki Okamura, explained that R&D began developing the Dural immediately after Saturn went on sale – in the same way Saturn development began straight after the Mega Drive's release.

He also gave an insight into their unrevealed Christmas line-up, promising to "eclipse 1995's strongest line-up in history" which included *Virtua Fighter 2*, *Sega Rally* and *Virtua Cop*. Sega are set to hold 'Digital Circus '97' at six locations in Japan in early November, where new software announcements will be made. Saturn games to beat *VF2* and *Sega Rally*? What could they be...

[TOKYO GAME SHOW: AUTUMN '97]

Over the three days, more than 140,000 gamers braved the scorching sun to wait for hours to get into Japan's biggest game show ever. The Tokyo Game Show: Autumn '97 was held at the Makuhari Messe from Friday 5th to Sunday 7th September. This time the show was over 50% bigger than the one held in Spring, which would make it the largest computer game show in the world! There were over 100 companies exhibiting over 500 games, many of which were never seen before. For a report on the highlights of the show, turn to New Games on page 94.



Konami were the biggest exhibitor of the show. They had loads of games, which included *Metal Gear Solid*. There were massive queues to get into the booth!



Crash Bandicoot was caught wandering about the Sega stand, and arrested by Sega staff. This extraneous error has been widely reported by the specialist Japanese press. Outrageous!

Biggest queue of the show to get the *Chocobo* piggy bank from Squaresoft. Chocobos are the cute birds in recent *Final Fantasy* games. Our man went the distance and bagged us a bird with a slot in its head.



Japanese players are still going mad for this game: Toki Meki Memorial from Konami. Punters queued for two hours just to get in the Toki Meki merchandise shop. A long wait for a bunch of cute anime dolls and stuff!



Namco didn't have *Tekken 3* on PlayStation to demo, though it was heavily rumoured to be there. They did, however, run a *Tekken 3* Arcade competition which created some excitement. Namco's biggest attraction was their *Tales Of Destiny* RPG. A mysterious corridor led to free demos of the game, and was packed!



Biggest game of the show? That would be Capcom's *Biohazard 2* (*Resident Evil 2*). On the Capcom stand there was a *Biohazard 2* movie theatre, with room for 70 people to sit down. The show featured a pulsating red light, then dry ice billowing from the front row. A man dressed as zombie policeman covered in blood did a comedy stumble for all to see before dropping his hat and staggering off!

THE HMV/CVG CHALLENGE IS NOW! PRELIMINARY ROUNDS

Starting this month is the HMV/CVG Challenge, a long-running series of events designed to give UK players the chance at fame and fortune. The gist is this – Play the latest, greatest game well enough to get your face in CVG and walk away (more likely stagger) with £8000 of coin-operated hardware! More specifically, prove you're the best on *Rage Racer* and win a *Time Crisis* coin-op!!

Anyone who wishes to enter must fill in the form printed here, you can photocopy it if you prefer, and take it along with them to the nearest Challenge Site. Full details of the first HMV/CVG Challenge are on pages 38-39.

One last thing, you may want to take a decent photo of yourself along to the Preliminary Rounds. If you qualify for the final, we'd like to show your face in CVG next issue!





CHALLENGE SITES

1. Glasgow Argyle Street
2. Liverpool
3. Manchester
4. Birmingham High Street
5. Newcastle
6. Croydon
7. Reading
8. Leeds
9. Southampton
10. London, Trocadero Centre
11. Blackpool
12. Gateshead, Metro Centre
13. Hanley, Potteries Centre
14. Birmingham, Fort Retail



HMV/CVG CHALLENGE ENTRY FORM



My name is: ______

My Address is: ______

My home telephone number is: ______ **My age is:** ______

IMPORTANT!
No purchase necessary. If you are under 16, an adult must be able to accompany you to the final. Normal competition rules apply. Photocopies accepted. EMAP IMAGES and HMV cannot accept any responsibility for any entrants into any of the challenges, this remains the responsibility of the parent or guardian.

G-POLICE G-SHOCK ROCK!

Psygnosis, developers of the PlayStation game G-Police, have teamed up with Casio to make a special G-Police watch! There are only 400 in the world, so don't expect to get one wrapped around your wrist so easily. The limited edition collection is split between 330 G-Shocks, and 70 Baby-Gs. You don't need us to tell you that these are highly collectible, and only the largest stockists of Casio G-Shocks are likely to have one (the London G-Shock centre is expected to be the most likely place). But Psygnosis claim that Casio may consider producing more G-Police G-Shocks if demand is high. The solution: get down to your nearest stockist and demand like crazy!



DUKE NUKEM IN MY POCKET!

Looks like videogame-themed action figures could soon be all the rage – starting wih Duke Nukem 3D: The Action Figure. Made by US-based ReSaurus Company Inc (responsible for the Lost World finger puppets), it's available via the Internet as a limited edition collectible. The Duke figure includes all the character's trademark weapons plus a PC CD-ROM containing demos from game creator 3D Realms. In addition, playsets and vehicles are promised for early '98.



Meanwhile, Toy Biz (responsible for the Spider-Man toys) have secured the licence from Capcom to produce Street Fighter VS X-Men and Resident Evil figures! The X-Men VS Street Fighter figures come in twin-packs (one mutant and one martial arts type) and include clip-on weapons, cut-out backgrounds and videogame tips. On the horror front, Toy Biz will be supporting the Resident Evil movie (due out next year) with six initial toys based on Capcom's successful shock-fest.

SMOULDERIN' 20TH CENTURY FOX GIVEAWAY!

Twentieth Century Fox have limited edition Volcano Survival Packs to give THREE lucky CVG readers. They're doing this, of course, to promote the new action movie Volcano! Case you didn't know, Volcano is the film destined to make last year's Dante's Peak look boring.

Plot details. Tommy Lee Jones (star of The Fugitive, Under Seige, and Batman Forever) is emergency chief of Los Angeles (a big American city). Bet you didn't know that Los Angeles is floating above some kind of giant volcanic lake? Well, you'll be happy to find out when a vent in the earth's crust spews molten lava all over the joint.

Will Tommy Lee Jones find true love amid this terrible disaster? We don't care. But we do care about you winning these prizes. So, just tell us who's got the worst case of acne on CVG. Answers on a postcard, or sealed-down envelope to PIZZA FACE! CVG, 37-39 Millharbour, Isle-Of-Dogs, London E14 9TZ





The Volcano Survival Pack: A bag; torch; T-Shirt, and some trousers. Totally guaranteed NOT to save your life if you get caught in a Volcanic eruption.



COMET GAME ZONE

MONTHLY TOP TEN CONSOLE GAMES

TRY OUT ALL 3 GAMES MACHINES AT COMET GAME ZONE

NINTENDO 64

Move	Pos	Title
↑	1	MARIOKART 64
↓	2	SUPERMARIO 64
-	3	INTERNATIONAL SUPERSTAR SOCCER 64
NEW	4	SHADOWS OF THE EMPIRE
NEW	5	TUROK: DINOSAUR HUNTER
↑	6	KILLER INSTINCT GOLD
-	7	WAVE RACE 64
-	8	PILOTWINGS 64

PlayStation

Move	Pos	Title
NEW	1	V-RALLY
↑	2	INTERNATIONAL SUPERSTAR SOCCER PRO
↑	3	RIDGE RACER PLATINUM
NEW	4	WORMS PLATINUM
NEW	5	TEKKEN PLATINUM
NEW	6	AIR COMBAT PLATINUM
NEW	7	DESTRUCTION DERBY PLATINUM
-	8	TOMB RAIDER
-	9	PORSCHE CHALLENGE
-	10	SOUL BLADE

SEGA SATURN

Move	Pos	Title
-	1	SONIC JAM
-	2	SEGA RALLY
-	3	FIGHTERS MEGAMIX
-	4	SONIC 3D BLAST
-	5	TOMB RAIDER
-	6	AMOK
↑	7	ATHLETE KINGS
↑	8	MANX TT
-	9	WORLD SERIES BASEBALL 2
-	10	DESTRUCTION DERBY

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PLEASE SEND YOUR LETTERS TO:

MAIL BAG,
COMPUTER AND VIDEO GAMES,
37-39 MILLHARBOUR,
THE ISLE OF DOGS,
LONDON E14 9TZ

WE DON'T DO PERSONAL REPLIES. JUST IN CASE YOU WERE THINKING ABOUT IT. SORRY.

MAILBAG.CVG@ECM.EMAP.COM

MAIL BAG



Some rules, letters people: Stop calling PlayStation 'PSX', it makes us squirm. Stop trashing the N64, you're way too premature. And, Saturn owners please, find something else to chew other than *Fighters*-sodding-*Megamix*!

Apart from that, this is the best MailBag yet. Better than *Star Fox 64* being re-named *Lylat Wars* anyway. Opinions please to the usual address.

OUT OF THE KNIFE DRAWER INTO THE PEDDLE BIN

Dear CVG,
When you reviewed *Tekken 2/Soul Blade*, I think you were comparing them to the *Virtua Fighter* series on the Saturn. If you were this is totally unfair since the PlayStation does not have any kind of *VF* game available for it. You should have awarded them both High Fives due to this fact. In future you should compare it to the same genre on the same system not on rival machines. Perhaps a box of some kind saying so in your reviews would give the impression of a more neutral viewpoint. [Also] why don't you have a readers Top 10 of games per system in the run up to Christmas? Also the top game for a genre – ie RPG, Beat 'em ups, etc.
Christopher Evans, Bilston

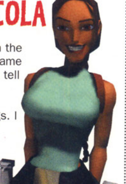
CVG: *You're sharp Evans. Perhaps too sharp for your own good. We rated Tekken 2 and Soul Blade individually as games. The Tekken versus VF argument is too downright subjective for us to get involved anymore. Reader charts you can find in FreePlay every month. The other ideas you mentioned we're looking into.*

CENSORSHIP SORE

Dear CVG
I've just read an interview about the Nintendo 64 version of *Duke Nukem 64* and I'm not happy. It seems we are back to the bad old days of Nintendo *Mortal Kombat* censorship, as *DN64* has undergone the same fate. I thought the ratings system implemented a few years back solved this problem, but no. Unless you are under the age of twelve, buy a PlayStation.
Yours sincerely,
S.P. Cavanagh

CVG: *Well, you don't have to take Cavanagh's advice but he does have a point.*

TOO MUCH COLA



Dear CVG,
Some snapperhead from the Lara-company asked a name for theeee Lara-thing. I'll tell you who she is. She is Krista Allen. And why? Because she has big jugs. I mean.. her boobs are huge.. I mean.. I wanna squeeze them.
TB

CVG: ...

IT'S...THAT...*&$%@! ... ARGUMENT... AGAIN!

Dear CVG.
About Tom Bryden's letter in #189. I like the *Tekken* games, but they are in no way as good as the *Virtua Fighter* games. You're arguing with people who review games for a living, if you think you could do better write your own mag.
From Peter Jopson, Accrington



CVG: *Yeah, Bryden.*

MUCHO LETTER

How about a nice big Lara poster hey?
Matthew Maber, Fareham

MISTER FAMOUS ON AOL WRITES

Dear J Tillbrook of Sheffield,
You know how to talk complete bull****, don't you? You are just a complete belk, and I hope we never have to read your incessant ramblings ever again.

By the way, if anyone noticed my picture in CVG in the August issue, and went to check out my webpage, you probably failed. That is because I (DaFishsta of AOL, as you knew me) am no longer on AOL, but Compuserve, and my page will soon be going up there. Me and the "ManWhoCould-but-doesn't-quite-know-how" are now off AOL, so any mails will not reach us there... Sorry, people.
Ian Fishwick
Fishsta@compuserve.com

ERM... SHA' AP!

Why do you go on about piracy being a bad thing and that you're completely against it, but when I flick through your magazine, there are advertisements for 'backup devices', 'N64 Doctors' and such like? If I ever were to want a backup unit, the first place I'd look is your magazine.
"gusto" <hoang@dircon.co.uk>

CVG: *The guy who booked those ads doesn't work here any more.*

SHA' AP! SHA' AP! SHA' AP!

CVG over-hype games. Not so much that you over-hype them, but are always making silly (or ignorant) mistakes which is simply due to too much opinion and not enough facts. When CVG had a feature on what the best games machine will be, you said the PC because of 3Dfx and other various reasons, which is all very well. But last issue at the SONY section of the E3 report you clearly stated that the PlayStation was THE format. Although, how could the PS be THE format when it hasn't got (and I quote from a CVG review of Mario 64) 'The Greatest Videogame Ever'? One semi-revolutionary game like *Final Fantasy VII* and CVG go bonkers over the format despite the EXTREME AMOUNT OF LACKLUSTRE GAMES AT E3. Don't trash this letter, I want to hear what CVG have to say about it.
The Mana Hero, Potos Village, The Republic.

CVG: *We say, 'Sha' ap Mana Hero, you get on our nerves too much!'. PlayStation is the biggest-selling format around. In spite of everything. We still love Saturn, PC, and N64. What do you take us for?! It's nice that you recognise FFVII as semi-revolutionary.*



STOPPIT PLAYSTATION

Dear CVG,
I am a massive Nintendo fan and I own a N64. But I am very worried about the PlayStation. As I flicked through your E3 report (issue 190) I noticed that all the big games are going to the PSX, the majority of companies are announcing there games for the PSX and not for N64. For example *Final Fantasy VII* looks like it will obliterate *Zelda 64*, also there is *Metal Gear Solid,Tomb Raider 2, Street Fighter EX, Resident Evil 2, Tekken 3*. None of these are coming to the N64.

I thought that when the N64 came out it would eclipse everything else. The N64 has been out for about six months now and there is only about 10 games available. Okay there are a lot of good games out, but not enough! This Christmas we will be overrun by PlayStation games. Also Nintendo need to improve the appearance of their games , people see amazing FMV intros on PlayStation games and think "Wow!" Then they see the *Mario 64* intro (which is crap compared to the *Tekken 2* one) and they aren't impressed. The PlayStation is about to hit warp speed and the N64 is in serious danger of being left behind.
David Jones, Sheffield



***CVG:** Played Goldeneye yet David?*



***Metal Gear Solid* from Konami. PlayStation game of '98?**



***Zelda 64* from Nintendo. Big enough to defeat PlayStation?**



***Final Fantasy VII* from Square. PlayStation game of '97!**

MR. J.TILBROOK VERSUS THE FIGHTERS MEGAMIX FANS SECTION

Dear CVG,
Who the hell rattled J. Tilbook's cages? You complete t****r. all you need to say was: 'I don't like it'. Instead, you rattle on and on with this unimportant b******s. Can't you leave Mail Bag open to decent notes?
A. Nony Mouse, Dulwich, London

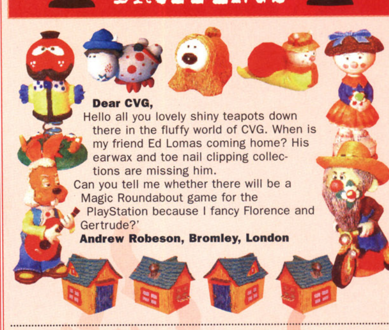
Dear CVG,
J. Tilbrook is a lifeless nob goblin who has found it necessary to bring sadness to my otherwise joyous life with his useless moanings and petty insults.
Simon Jarvis, Oldham, Lancs



Dear CVG
J. Tilbrook, what the hell are you chatting about? *Fighters Megamix* is pure magic. Ok, the graphics aren't up to the standard of *Soul Blade* or *VF2* and the detail is poor. But it has gameplay to die for. People don't need your stupid advice.
Mike Denby, Madchester.

Dear CVG,
Mr Tilbrook can only learn moves that involve pressing two buttons at the same time. He has no right to have his lame opinions in your magazine.
J. Tonvang, Norway.

RANDOM MAIL BAG DROPPINGS



Dear CVG,
Hello all you lovely shiny teapots down there in the fluffy world of CVG. When is my friend Ed Lomas coming home? His earwax and toe nail clipping collections are missing him.
Can you tell me whether there will be a Magic Roundabout game for the PlayStation because I fancy Florence and Gertrude?'
Andrew Robeson, Bromley, London

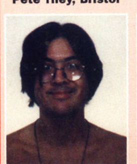
Dear CVG,
CVG is a games magazine, not a place to put Manga. That would be like putting flower arranging articles in a heavy metal magazine.
Mark Higgins, Romsey, Hants





Dear CVG,
Put the Apple Mac in your mag! For years, games developers have shunned this poor, underrated machine but no longer shall the humble Mac be treated as muck and be forced to take second place to the increasingly overrated PC. The recent introduction of Mac clones and the formation of the Mac OS Entertainment Software Association along with the imminent release of nearly 50 great new games including *Myth, Quake2* and *Riven* means the Mac deserves coverage in your magazine.

Dear Tom at CVG
Please do all committed gamers a favour, sell your Saturn to someone who cares about gameplay over graphics.
Pete Tiley, Bristol







CVG WORLD

ONLINE WITH COMPUTER AND VIDEO GAMES

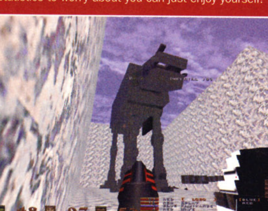
Unfortunately we've not got much space for CVG World this month, but it's better than nothing so quit moaning. Next month we'll certainly have more stuff – EMAP Images' own web page will be up and running, including (finally) CVG's page! Get ready for Game-Online! Until then, let us know about your favourite sites by Emailing us at cvg.world@ecm.emap.com. Merry surfing, cyber-buddies!

QUAKEWORLD! PARTY TIME! EXCELLENT!

HTTP://WWW.QUAKESPY.COM

As you know, *QuakeWorld* is the way forward for online gaming, which is our excuse for playing it so much. It's developing all the time, and the latest version is the best yet.

The new code means that you don't need to have a big chunk of the screen covered with your status bar. Instead, everything is displayed with small HUD symbols up the side. Much better. Also, people are getting understandably bored of the original levels and are constantly creating new add-ons. There are lots of Capture The Flag servers running now, many with all-new weapons and power-ups. There are even themed games, including one with a series of Star Wars levels (Hoth, Bespin, Tattoine) with movie sounds (Ben telling you to "Use the Force...") and new graphics. It makes the standard Capture The Flag more fun when it's the Empire attacking the Rebel base from their AT-AT! It makes internet *Quake* even more fun than before, and without your precious statistics to worry about you can just enjoy yourself!



You can use your grappling hook to get up and into the cockpit of the enormous AT-AT.





The sniper rifle takes a long time to reload in between shots, but can take other players down in a single hit! Hopefully *Jedi Knight: Dark Forces 2* will be a bit like this. But much better.

TALKING HEADS



HTTP://WWW.ON-LINE.CO.UK

We've already covered On-Line's *Iron Wolves* in CVG World, but now their avatar-based chat area *Talking Heads* is getting under way. An avatar is basically a symbol representing you while you chat, but *Talking Heads* lets you create pretty much whatever you want. In *Talking Heads* you can choose your avatar's hair, eyes, nose, mouth and body to make them look just like you, if you so desire. There are three different areas in which to chat – the Pub, Beach and Club – with enough versions of each to fit everyone who wants to join in the conversation. As you chat, your text appears in a speech bubble and your avatar reacts to the way it's written. For example, an exclamation mark at the end gives them an excited look. It adds a lot to the feel when you have some idea of another person's personality through their avatar. You can find out more about *Talking Heads* from On-Line's page **(www.on-line.co.uk)** and have a go for yourself. At the moment it's still testing and doesn't require membership, though you're likely to get hooked. See you there!


ALEX


ED


JAIME


STEVE


PAUL


TONY


TOM

VIRTUAL CYBERHIGHWAY SPACE WEB!



ANDY WATTS' SONIC PAGE

HTTP://DSPACE.DIAL.PIPEX.COM/WATTS/ANDY/

Take a look at Andy's *Sonic the Hedgehog* page and you'll see how much of a fan he is. You can download all sorts of *Sonic* bits and pieces for your PC, and read all about Sonic and his games.

ARJAN'S ULTIMATE GAMES PAGE

HTTP://WWW.GEOCITIES.COM/TIMESSQUARE/ARCADE/2290

Arjan Van Rossen is a shrine to his favourite games – *Duke Nukem 3D*, *Blood* and the like. Includes levels to download as well as an FAQ on editing levels.

VORTEX GAMING ONLINE

HTTP://VORTEX.SIMPLENET.COM/

Following the success of his fanzine GamesPlayer which we featured in FreePlay, Barry Lewis got himself a job working on Vortex Gaming! The site is very professional and covers all major games systems.





UNOFFICIAL TAMAGOTCHI WEBSITE

HTTP://WWW.GEOCITIES.COM/TIMESSQUARE/CASTLE/1999/TAMAHOME.HTML

Someone known as "Sad" wanted to let everyone know about this fantastic Tamagotchi page. Not only does it have all the info you could possibly want, but it also has a Java Tamagotchi for you to use! Sad warns against joining the mailing list as you'll receive about 350 Emails a day. Cheers.

RUNE WALSH'S ESPER MANSION

HTTP://MEMBERS.WBS.NET/HOMEPAGES/R/U/N/RUNEWALSHALGOESPER.HTML

Jason Kinnison-Holmes (aka Rune Walsh – AlgoEsper) runs a webpage dedicated to his favourite video games character, Rune Walsh from Mega Drive *Phantasy Star 4*. It's brilliantly presented and fans of *PS4* will love it.

COSMIC CASTROLOVA

HTTP://WWW.NDIRECT.CO.UK/~DARKSTALKER/

Christopher J. Wood runs two excellent games pages – Saturnpolis and PlayStation Playaway. Both have up-to-date news and reviews and a good sense of humour. We like.



Here's how PlayStation Playaway announced *Spice World*. Better hope the lawyers don't see, eh Chris?









SPICE GIRLS..

AS YOU'VE NEVER SEEN THEM BEFORE

...ON PLAYSTATION!

One month ago it was a rumour, but everything in the world of the Spice Girls happens at the speed of a blazing comet. They ARE already on PlayStation. Witness...

They are the pop phenomenon of the Nineties, perhaps of the Modern Age. Hell, they go beyond mere pop – the Spice Girls are the ultimate brand! Everywhere you look, they tempt you – and every marketing team wants a slice of that seductive Spice pie. Walker's Crisps, Pepsi Cola, even Asda have profited from the Midas-like endorsement of the Spice Girls. But now, a mass-market sensation to match their own stature has come seeking them – the Sony PlayStation. A unique and powerful partnership has been formed. The Spice Girls give Sony its most irresistible PlayStation product yet. And through PlayStation, the Spice Girls reach their millions of fans in a way never seen before – and looking unlike they ever have either!



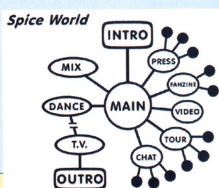
THE BIRTH OF 32-BIT GIRL POWER!

Perhaps you're trying to visualise what a Spice Girls game would look like or how it would play. Sony Computer Entertainment Europe however, had a clear vision of what it should be from the start. And their concept it seems, was enough to convince the Spice Girls' managers – 19 Management – that Sony were the only people for the job.

In their own words, it's not a game – not in the conventional sense. There's no challenge against the computer or other players – no point-scoring and no ending. The plan was to create a new kind of experience for people who wouldn't normally play games. To appeal to Spice Girl fans of all ages and to give them something they couldn't get by more conventional means like video. It's about taking part in Spice Girl activities such as singing, dancing, even news conferences! The resulting genre, like the game, hasn't got a name yet, but Sony are calling it an interactive magazine!

SPICE LAB

When the Spice Girls game franchise surfaced in early summer, Sony Europe pulled together a special development team for it. Ten people with a collective CV that includes *Total NBA '97*, *Porsche Challenge*, *Rapid Racer* and *Medievil*, plus experts in TV, pop music and dance. They've been working on the game since June and currently no release date has been set. Sony have suggested it won't be out until early next year, but we reckon they might try for a Christmas release.



This chart gives some clue of the game's features and how you go through them.



You get to play as the Spice Girls, so you get to bathe in celebrity glory too!



As you can see, the game is still in the design stage. The Music Studio (top) is where you can mix the tunes. There are other characters too, like the press (bottom).

SWEET SECRETS

At this early stage in its development, Sony are being tight-lipped about the actual nature of the Spice Girls 'game'. However, here's what we do know is in store for Spice fans, as hinted at by Sony's special projects leader, Richard Milner.



BRAND NEW SPICE GIRLS FOOTAGE!

It will contain a large amount of exclusive interview footage of the girls, much of it being shot specially for the disc. It's promised that the majority of this video material will be new even to the most dedicated Spice Girl fans.

INTERACTIVE MUSIC

You'll be able to mix your own versions of the Spice Girls' hit singles – to what degree though, we don't know. Five tunes will feature on the disc, taken from their albums 'Spice' and the forthcoming 'Spiceworld'. Exactly which tracks hasn't been confirmed. However, Wannabe is virtually guaranteed; Say You'll Be There a[illegible] Who Do You Think You A[illegible]n like extremely lik[illegible]es; and we've heard th[illegible]ew single Spice Up Your L[illegible] is on it.



MAKE 'EM DANCE!

There are gonna be dance sections in the game. At least one of these is set in a dance studio, where an instructor takes you through the moves. It seems you get to choose one of the Spice Girls, edit a tune for her in the recording studio and then make her dance to it. The extent of the dance moves though, and how they work, has yet to be revealed.







BABY POWER!

You've already seen our cover, so you know about the incredible look of the PlayStation Spice Girls. Jason Millson, the project's lead artist, says the inspiration for the super-stylised caricatures came from The Beatle's 'Yellow Submarine'. "I thought it was appropriate if we treated this product as the girls' own version of the Yellow Submarine, but to use a more contemporary graphical style." The final look is something he describes as a blend of "Manga and the Designer's Republic club styles".

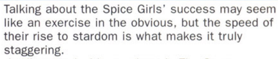
Incidently, the PlayStation versions of the girls were never made to be realistic (rumour said they tried, but couldn't do it), the caricatures were always intended as a way to enhance the girls' characters. "By doing this you can be very satirical, which is not what I wanted." Jason explains, " or flattering, which I hope is what I have captured."







GIRL POWER OVERLOAD!



Talking about the Spice Girls' success may seem like an exercise in the obvious, but the speed of their rise to stardom is what makes it truly staggering.

It all started with an advert in The Stage magazine, dated to February 24th 1994, asking "Wannabe starlets" to audition for an all-female pop act. The five girls – Melanie Chisholm (Sporty), Geri Halliwell (Ginger), Emma Bunton (Baby), Victoria Addams (Posh) and Melanie Brown (Scary) – beat 400 hopefuls.

The girls then went through a nine-month stint of living together in a rundown two-bedroom house. During this time they dumped their original management, struck the career-turning deal with Simon Fuller of 19 Management and got signed by Virgin Records.

Their big break came when they were spotted on telly (unveiling a statue of Red Rum and flashing their knickers) by Vincent Monsey of The Box – the cable pop channel where viewers can ring and vote for a video to be played. He scooped MTV to show the Wannabe video (directed by the Diesel Jeans ad people). It was played over 70 times in the six weeks run-up to the single release!

Wannabe entered the charts at No.3, in July of last year, and hit pole position a week later. It went on to be Virgin's best-selling single for 13 years, topping one million sales in the UK! It also earned the girls a place in the Guiness Book Of Records, for the first girl band to debut at No.1.

Their second single, Say You'll Be There, sold 350,000 copies in its first week and went straight to No.1. The third single, 2 become 1, clocked advanced sales of 750,000!

Incidently, if you're hoping to see the Spice Girls when they tour next year, you'd better be a veteran fan of theirs. They're giving first choice of tickets to people on their mailing list (those that returned their Spice Girls info tab from the inlay of Spice), or those with subscriptions to the official Spice Girls mag. Only if there are any tickets remaining after that, will they go on sale!

BUILDING THE ULTIMATE BABES



In creating these 'virtual' Spice Girl's, the development team have used around 300-350 polygons per girl. They are all real-time lit, gourard shaded (for those silky smooth legs) and textured – each wearing only one costume. "but this represents the epitome of what each girl does currently wear." says Jason. He also confessed that some of the code for the spotlighting was actually taken from *Porsche Challenge*. Strange to think that the Spice Girls would use a similar graphics engine to a car game! When asked whether the Spice Girls project does anything new with the PlayStation hardware he refused to comment. "I can't say, because it's a secret."

BRINGING THEM TO LIFE!

In animating these digital Spice Girls, the team considered motion-capture but decided the cartoon girls would look absurd with realistic movement. "I believe you can create more personality from exaggerated hand-animated characters." says Jason. Likewise their facial expressions emphasise their caricatures, or as Jason describes it they are "appropriate for their own personalities." There are around ten expressions for each girl and, fitting the stylised nature of the game, they animate by rapidly snapping between each one, particularly in the dance studio section.



SPICE WORLD DOMINATION!

Sony are confident that the Spice Girls game will push the PlayStation into new territory (if there's any left for it!). "We think this product will appeal younger sisters, girlfriends, mothers, people interested in music, dance and pop celebrities," says Richard Milner. "The success of *Parappa The Rapper* in Japan showed that a new content style could bring new users to (PlayStation) in large numbers. We think *PaRappa* will cross over to Europe well. We hope our offering will reinforce PaRappa's success and cross over to the Japanese market, where the Spice Girls are popular and where they're touring next year."

We're convinced and intend following the PlayStation Spice Girls project every step of the way!







No more making whoopee for Lara, because it's back to the serious work. Namely a sequel to the game that made her a household name.

The 3RD HMV CHALLENGE computer and video games

TOMB RAIDER 2

Lara Croft – the virtual superstar who's made millions – is about to get back down to the real business. Not faffing around with pop groups or posing for magazine covers, but getting back into the action with another game.

Why does she do it? You've seen the mansion she lives in, plus all the money she's made in the past year. Yet dear Lara, still knows who cares about her most – her adoring games playing fans. Get ready for the excitement and adventure to begin again, as Lara gets her backpack out of the cupboard, polishes her Uzi's and prepares to enter your hearts once more.





NEW LABOUR, NEW LARA

Lara's back and you'd better believe it! It's been a year since her last outing, though she hasn't had much time to rest since we saw her last. Going on tour with U2, appearing on the cover of style bible The Face, recording her single and negotiating the movie rights to her adventures.

Upon first sight of the new Lara it appears she's been spending a bit of time looking after herself. Sporting longer hair, tied nicely into a ponytail, and a stunning range of new outfits, Lara looks better than ever. It's a rumour, but she might even have undergone some reduction surgery on her most famous assets.



Lara takes a quick breather to contemplate her latest adventure. We don't mind waiting.



Lara has new vocal sounds including more coughing when needing air and breathing.







ALL THE ADVENTURE, ALL THE EXCITEMENT

As soon as the game starts you're introduced to all the differences that are going to make *Tomb Raider 2* even better than the original: new weapons; new enemies; stunning lighting effects; new tactics; more danger; more suspense and even bigger levels!

The first level is an assault on all the skills you developed to conquer the original. You'd expect a nice leisurely level to get you back into the swing of things. No way! What you get is a level packed with more booby-traps than anything seen in the first game. It's clear from the offset that things are much tougher, levels are a lot harder, and there are more traps to test your reflexes than you could imagine.



Razor sharp discs of death cross Lara's path.



Running from boulders the walls start moving.

Collapsing floors, poison darts, killer walls!



Use flares for the dark underwater sections.



A quick look at the ponytail in action.



A new smoother look for that famous chest.





The killer bird becomes the bird killer. Lara 10 - Crows 0.





New detailed textures make the animals look more realistic.

WALKING, CRAWLING, CLIMBING, FALLING

To face up to this challenge Lara has gone back to her gym to practice some new skills, namely crawling and climbing. Only two new moves then, but believe us this is all you'll want for now. New areas of levels open up with the new techniques. Not only can Lara climb upwards, she can also climb across.

Walls are now conquered by locating ladders or grating. Traversing these allows Lara to access window sills and ledges, which then offer further opportunities for exploration. Crawling is just as essential, though visually less impressive. Lara can now make her way into some very small places. Not for the claustrophobic. Even more panic-inducing is when she has to use this skill underwater!



The awesome new climbing technique.

Lara even uses it on this lift cage door.

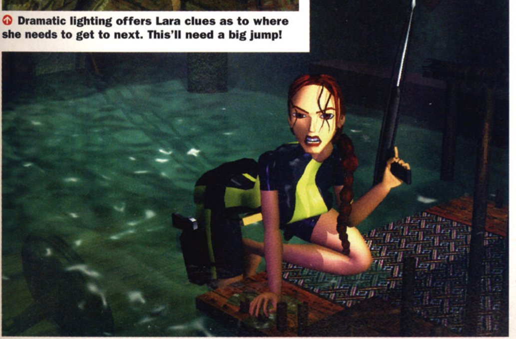


Lara's new flare trick. You don't see her and now you do.





Dramatic lighting offers Lara clues as to where she needs to get to next. This'll need a big jump!

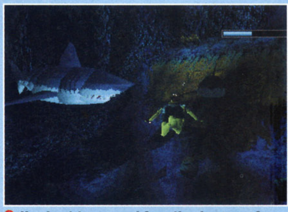


WOT NO WOLVES?

Where have all the wolves gone? No matter, because *Tomb Raider 2* features a new assortment of nasties for you to blow apart. More human baddies make Lara a bit more popular with the RSPCA, though she is still a bit partial for shooting some endangered species. Tigers are the first new boys you'll come across, and while they may not pose a great threat, they sure do look good. Crows, spiders and rats will all try to have a peck at you later. Not content with factual creatures, the Yeti is even thrown in for Lara to measure herself against. Looks like you'd better keep an eye out for those valuable shotgun shells!



Get to Venice and prepare to be chased by packs of Dobermans.



Head out to sea and face the dangers of sharks and moray eels.

ARE YOU A TOURIST?

If you were annoyed by the Terminator-like qualities of Pierre Dupont in the first game, you may be concerned about the amount of human opponents in the world of the sequel. Fear not, for this bunch of misfits aren't as tough as Pierre, but they still put up a mean fight. Every human has a weapon of some description, ranging from big sticks, to bigger sticks plus every type of gun under the sun. The human baddies often attack in pairs or with animals, otherwise they'd be easier to defeat. Most can be dispatched easily because they attack in set patterns. Plus that old getting-to-higher-ground technique still does the business.



The big guys attack with sticks and take quite a few bullets.



Bad guys even show-up underwater.





The submersible has just crashed and now Lara is gasping for air. Quick find some treasure chests!





VIRTUAL SIGHTSEEING

If *Tomb Raider 2* were real, Lara would have a travel bill that would endanger Richard Branson's bank account. The new adventure takes place in more exotic locales than before. China, Tibet, Venice and The Atlantic Ocean are just some of the lovely places Lara has decided to go visit for her holidays. Oh, but Lara's able to claim some of it back as a business expense! Levels are even bigger than the original game, if you can believe that. Ones we've played so far make Natla's Mines look easy, and the Colosseum look small!






HMV/CVG TOMB RAIDER 2 CHALLENGE

There aren't a lot of challenges we can set around *Tomb Raider 2*, that wouldn't involve spending half a days play. So we've devised the simplest challenge yet. Though only simple in its design, not in the skill needed to perform!

The 3rd HMV Challenge computer and video games

The challenge is on the first level of the game: The Great Wall. Lara simply has to scale the mountain and get to the wall fortress at the top. Arriving via a landslide Lara spies the wall fortress at the top of the mountain. One question: How does she get there?

It's going to take some super jumping skills to negotiate the sloping mountain. Aim for a time of around two minutes, the clock stops as soon as Lara plants both feet down inside the fortress. Good luck. Remember, you can practice the game in all participating HMV Stores.



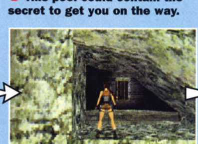
Lara arrives and spies the wall fortress, now to get there.



This pool could contain the secret to get you on the way.



There aren't many jumps but a single error could prove fatal.



Made it. As soon as both feet are firmly planted here...



...press select and click on the watch to discover the time.



Lara arrives in a whole new location, unlike any seen before. Where is she? Find out soon.

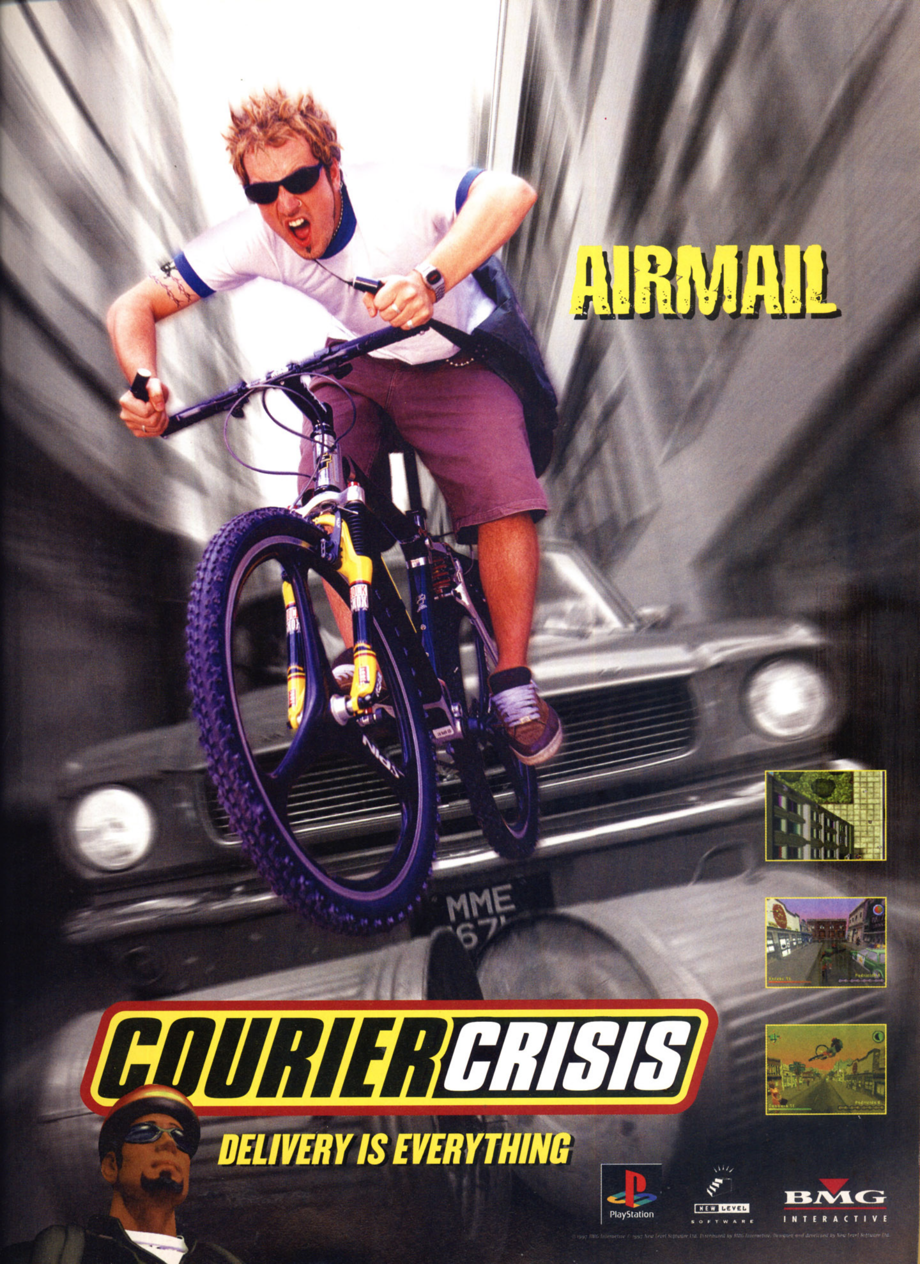




INDIANA WHO?

Tomb Raider 2 is shaping up even better than we'd hoped, and is now on top of all our most wanted lists. To get the definitive CVG review to the sequel of the year make sure you get the next issue.




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PlayStation

THE ONE WE'VE ALL BEEN WAITING FOR – RESIDENT EVIL 2!

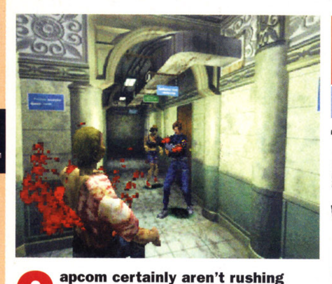
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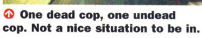
This time it's gone further than the mansion. Now there are zombies running wild across the whole of Raccoon City! You're our last hope!

RESIDENT EVIL 2



Capcom certainly aren't rushing *Resident Evil 2*. We saw the first pictures of the game months ago, not too long after the UK release of the first game. Just as it got nearer to the provisional release date, they scrapped everything they'd done and started again from scratch, pushing the release back to Spring '98 in Japan! To prove to everyone that it's coming on nicely, a demo is being included in the special edition release of the first game – *Resident Evil: Director's Cut*. Here's what you can expect from part two of Capcom's Survival Horror classic!





One dead cop, one undead cop. Not a nice situation to be in.



Outside and the park is full of zombies strolling in the moonlight!

MY FIRST DAY AT WORK AND I'VE GOT TO SAVE THE WHOLE CITY. I QUIT.

THEY'RE COMING OUTTA THE WALLS!

You play as Leon Walker, a rookie cop on his first day at work, or Claire Redfield. Thing is, the police station and the rest of Raccoon City has been taken over by zombies! Everywhere you go, zombies follow you trying to get their teeth in your neck! At one point, Leon finds a gun shop but is held at gunpoint by a nervous shopkeeper. Once the shopkeeper is convinced that you're not a zombie he lets you look around his shop. But while you're off behind the counter, the front window smashes and zombies pour in! They get the shopkeeper on the floor and rip him to shreds! Quick, grab his shotgun and blast your way out!







REALISTIC ROTTING FLESH!

The graphics of *Resident Evil 2* are similar to the original game, only greatly improved. The detail on the characters is incredible, especially when standing near to one of the "cameras". Everyone also moves much more realistically than in the first *Resident Evil*. When Leon is running around town he keeps eye contact with any nearby zombies just in case they make a move on him – even when they're lying on the floor bleeding! The zombies also stagger far more convincingly and stumble right over when hit with a good shot from a powerful gun! The camera angles are also brilliantly worked out to make the atmosphere as tense as possible. Wait until you see the mysterious shape pass the window at the end of the corridor! Wooooooooooh!



There are fairly obvious signs of a struggle in the city police station. The ugly staggering zombies, for one.

THE DIRECTOR'S CUT

The first chance you'll get to play *Resident Evil 2* is the demo disc included with *Resident Evil: Director's Cut*. The *RE: DC* disc contains two versions of the game – the original version, and a new extended version. Chris and Jill have new costumes, the item locations have changed, and other bits and pieces are different. Near the start of the game you come across Forrest on the balcony ("He's been pecked to death by crows!"). This time, he's not 100% dead! Instead, you need to take down the zombie Forrest! We expect that the *RE2* demo will be the biggest selling point of *Resident Evil: Director's Cut*, but to fans the extended game will be a big bonus.





WAIT! I'M A HUMAN!

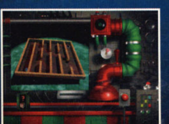
This demo of *Resident Evil 2* (about half an hour's play) is to be included with *Resident Evil: Director's Cut* which comes out in December. We'll have a finished version for review next month.

dangerous machinery, poisonous paint, giant snakes, its a kid's...

NIGHTMARE in the Toyfactory









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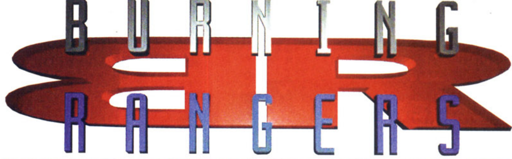
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- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY SEGA JAPAN TEL N/A

Genius makes a hallowed return to the Saturn, as Sonic Team reveal their red hot successor to *NiGHTS*.



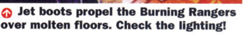


We've played Sonic Team's latest Saturn game, and it's awesome! *Burning Rangers* is completely different to *NiGHTS* in almost every respect. All the cute characters are gone. Instead we get serious and realistic (for Sonic Team) situations.

The only similarity is that the 3D graphics engine used in *NiGHTS* is back, modified to suit the new tasks ahead. Our initial experience was of an environment that is very stylish. It's also 100% volatile – likely to implode, explode, or simply collapse without warning.

UK players have lots of time to prepare for *Burning Rangers*, however. It's not due out here until Spring '98. But we couldn't resist the opportunity to expose what should be Saturn's blaze of glory.





Jet boots propel the Burning Rangers over molten floors. Check the lighting!



The heat is intense. Enough to make you lean away from the TV screen!

CHILLIN' TO BE THRILLIN'

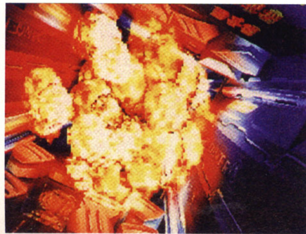
The theme of *Burning Rangers* is fire fighting, similar to PlayStation's *Rosco McQueen*. To further fuel this exciting premise, the setting is the future. Instead of old mills and school dustbins, our heroes Sho and Tilis rush to save collapsing space precincts!

Sho and Tilis Amabane are members of a crack team of fire fighters recruited from around the world – the Burning Rangers. Tough, high-tech armour shields them from the heat, and is equipped with rockets and stabilisers. So the Rangers can fly across short distances, while extinguishing fires with their CO_2 cannons.

There are five types of upgrade planned for the Rangers' cannons. Expect these to be spectacular, since the basic example used in this early demo is impressive.







Krakatoa! Only Burning Rangers could survive a blast like this! And only on the Saturn, friends!

FLOORS TO SWALLOW YOU UP

SPEED is a trademark of any Sonic Team game, and *Burning Rangers* requires accelerated thinking to survive. Split-second decisions and lightning reflexes are skills the Burning Rangers depend on.

As the Rangers work to rescue innocent people trapped by the blaze, the environment is constantly subject to change. Exploding walls, collapsing floors, and falling bridges create living scenarios which must be navigated on the fly.

Not only does the environment change constantly, but the some elements are random to each different game. Fire-trapped victims are found in different locations each time you play, requiring fresh tactics to ensure their survival. It's likely that Sonic Team will hide power-ups in much the same way.

We expect to find that *Burning Rangers* will remain a constant challenge, in the same way as the classic *Sonic* and *NiGHTS* games.



Yikes! The floor's giving way! The floor's giving way! Run! Faster!



Don't want to be hangin' around for when this ball of flame gets here!









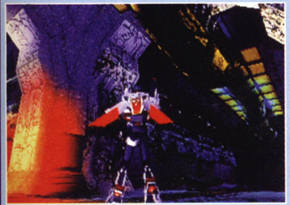
If you don't like the heat, get out of this feature! *Burning Rangers* is gonna be a scorcher of a game!

INNA SEXY SONIC STYLEE

From knowing nothing about this game, to hearing a little of what was in store, we were apprehensive about *Burning Rangers*. No worries, because as soon as we saw the game it was instantly recognisable as Sonic Team: GLORIOUS! Could have been boring under anyone else's direction, but Sonic Team have nailed the art of cool presentation. This extends from the slick logo, through the optional Heads Up Displays, to the flow of events in general. When *Burning Rangers* is complete, and ready for release, we're confident that Saturn fans will be overjoyed with the result.



Close up of a Ranger's stylish back-pack. We love the way this guy is posed too. Very cool.



Some of the coolest level design we've ever witnessed. Sonic Team always do it better.



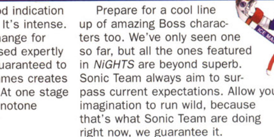
Heroes Tilis (left) and Sho (right) arrive on the scene of another disaster. Wickid gear!

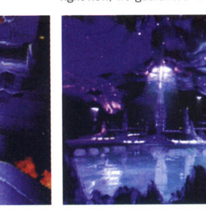
FIRE! FIRE! FETCH THE ENGINE

The vivid world of *NiGHTS* is a good indication of *Burning Rangers*' graphic style. It's intense. Finer details are sacrificed in exchange for unparalleled richness. Colour is used expertly to provide layers of atmosphere guaranteed to thrill all the way. Heat from the flames creates an urgency you can almost taste. At one stage the whole game is thrown into monotone green from the night-vision visor.

CLAUSTROPHOBIA ALERT!

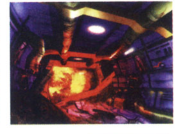
Prepare for a cool line up of amazing Boss characters too. We've only seen one so far, but all the ones featured in *NiGHTS* are beyond superb. Sonic Team always aim to surpass current expectations. Allow your imagination to run wild, because that's what Sonic Team are doing right now, we guarantee it.







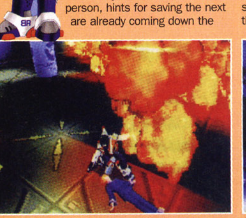




SAY IT AGAIN (FIREMAN) SAM

To enhance the sensory experience, a constant dialogue is carried out between the Rangers and their HQ. Rangers are directed by instructions transmitted through their headset – an incessant stream of chatter with a sense of urgency about it. As you rush to save one person, hints for saving the next are already coming down the wire. Sometimes HQ will have spotted a potential danger in the structure of the Rangers' present location, so advice is issued in panic-stricken tones.

English speaking players will have difficulty understanding what's being said, since the first version available will be Japanese. This is the main reason why *Burning Rangers* won't be available in the UK or US until next year. We sincerely hope Sega don't omit the speech to save time, as it seems to be an integral part of the game system.



'Found her! Where can I find the next victim – hurry HQ, it's getting desperate!'

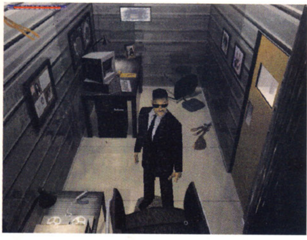


Awaiting orders while the fires rage. Players can use the D-pad to look around.



SATURN FUTURE BURNS BRIGHT!

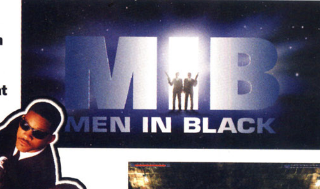
The touch paper is lit for an explosive new Sonic Team masterpiece. Hardcore players can pick up *Burning Rangers* from an importer before Christmas. Everyone else, stay tuned for developments on the UK version, expected early '98. Salute your Saturn for being the gamer's hero once again!





Seen the film, worn the shades and gone mental at the ever so slightly annoying theme tune. Now *MiB* is protecting your PC from the scum of the universe.

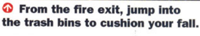
In terms of movie licenses, Gremlin have not only got *Judge Dredd* under their belts but they recently unveiled the rights to this year's box office smash *Men in Black*! That's a pretty big belt by anyone's standards! It would have been quite easy for Gremlin to take one look at the film, seen lots of guns and aliens, and made a sideways scrolling fighting game. But give them credit for trying something different, as they put *MiB* into a *Resident Evil* style environment, where the camera switches at various points during the game to reveal better views and new backgrounds.
It also appears that Gremlin have opted to leave out the 'humour' aspect of *MiB*, as funny games don't generally work (*Blazing Dragons* anyone?). This can only be a good thing.










From the fire exit, jump into the trash bins to cushion your fall.

HI, JAY, K, L!

The game begins with you assuming the control of Jay Edwards (Will Smith). At this stage in the game Edwards is nothing more than a New York cop. During a routine call out he sees a strange looking creature and goes in search of it. More and more alien-infested humans try to stop Jay realising what he has seen, before the *MiB* get hold of him. As a fully fledged member, he becomes a real alien buster. As you progress further into the game you have to ability to switch to between Agents J, K (Tommy Lee Jones) and even L, who is played by Linda Fiorentino. The best thing about this, is that the cast gave permission for their faces to be used in the game, so you really will be controlling the *MiB*!

I FEEL LIKE I'M GONNA BREAK THIS DAMN THING!

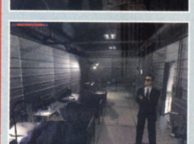
Guns, guns and more guns! That's the thinking behind *MiB*. Be it the small but deadly 'noisy cricket' or the immense 'reverberating atomiser' all the weaponry will be featured heavily in the game.
Of course, you cannot start the game with these space age shooters, as Edwards has yet to discover the alien plot, so all he has is a 9mm handgun. All the more reason to discover what the hell's going on!

AND FINALLY...

Just a bit of useless information for you all, is that the movie Men in Black 2 is confirmed. And already rumours are beginning to sprout, one of those is that David Duchovney from X-Files fame will be starring in the sequel alongside Tommy Lee Jones and Will Smith. That's all really.










The backgrounds are superbly detailed.




The lighting helps convey the eerie feel *MiB* has.

SUITS AND SHADES AT THE READY?

Even though this version of *MiB* was about half complete, the indications point towards another run-of-the-mill movie tie-in. However, we'll be reporting on the finished version in a couple of months, so judgment will be reserved until then.



Headmistress before

How to refresh a head's head.

Now then boys and girls pay attention....
or you'll feel the back of my hand.
Do you have a headteacher like this? Someone who could really do with a bit of **Tizer bonce refreshment**? Just look how one exposure on **THE CHART SHOW** spiced up this old battleaxe.

Or maybe you've got a sad mate, even a dull dinner lady? Yep? Well simply send us a photo of them 'coz we're exposing the most desperate cases during **THE CHART SHOW** every Saturday morning on ITV. Send all photographs along with both yours and the **saddo's** name and address *(quiet at the back please)* plus a Tizer ringpull or bottle top, to ***REFRESH SOMEONE'S HEAD, FREEPOST SL966, SLOUGH, SL1 5BT.***

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- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY VIRGIN TEL 0171 368 2255

The creators of the classic *Bomberman* have made a fighting game with a twist! You can play as a giant hog!

BEAST



Every possible style of fighting game has been done already, right? Not yet. A fast street brawling game where the fighters have the ability to transform into powerful animals has just been done by Hudsonsoft! Known in Japan as *Bloody Roar*, *Beast* takes the best elements of other fighting games and adds many original features. Can the company best known for their cute 2D games be taken seriously with their aggressive 3D fighter?

BEASTLY TRANSFORMATIONS!

The name of the game is *Beast* for a good reason – each fighter can transform into one! The power bar, underneath the energy display along the top of the screen, powers up as the fight goes on, eventually displaying the word "Beast!". Pressing the Circle button when this bar is flashing, transforms the fighter into an enormous animal based on their fighting style and personality! They can use most of their original moves, as well as a few new ones.

POWER X-TREME!



The transformation makes lightning bolts and energy fly out of the fighter as they morph!

Long has transformed into a giant tiger! His moves are more powerful, especially his throws.

DONT MAKE ME ANGRY!



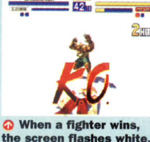

As well as being able to turn into giant animals, each fighter can go into a special Rave mode. This is similar to the Custom Combo part of *Street Fighter Alpha 2*, as it's possible to do moves far more quickly than usual. Unless you spend time working out decent combos, the best way to do lots of damage is to hammer the buttons as fast as you can! Get someone up against the wall and they're in real trouble!




The flashing special effects look excellent.



Big floating combos are possible in *Beast*.



When a fighter wins, the screen flashes white.





Now *that* looks painful! An enormous pig falling on top of you!



SPEED DEMONS

Beast is similar in many ways to *Fighting Vipers*, Sega's high-speed street fighting arcade game. For one, each ring is surrounded by walls. Enemies can be thrown against the walls to cause extra damage, and it's also possible to jump off the walls yourself. Unlike *Fighting Vipers*, hard hits can knock a wall down allowing a "Ring Out" victory! Whenever a fighter is knocked into the air, they can recover by pressing both attack buttons at once. With a flash they flip upright, letting them land on their feet with little or no damage! These aspects borrowed from *Vipers* and other fighting games keep the speed of the fights at maximum all the time!

I'M ALRIGHT NOOOOOOOOOW!

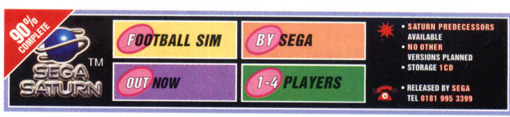
Beast came as quite a surprise. We weren't expecting much from it, but it already looks very promising, with great graphics and lots of fast fighting. Hopefully it'll stand up to months of play when we come to review it in a later issue.

SPECIAL EDITION LAUNCHES OCTOBER 10



THE FASTEST MOST POWERFUL GAMES CONSOLE ON EARTH





Sega's footballing jewel in the crown gets the '98 tag and a complete set of English teams to boot. But are there enough changes?



No matter where you go in the world, only one language is spoken in every country. The language of football. Even if you have no idea what the other person is saying, one mention in your trying-hardest-not-to-sound-English accent of 'Err Fff-fooughttbulll' is enough to make anybody understand. This will bring common reactions, like 'Bobby Charlton' or 'Gazza.' It's this worldwide (excuse the pun) popularity that makes footie games such big sellers, and in *WWS '98*, Sega have potential for another stormer.





RETURN OF THE MAC-MANAMAN

The biggest feature to adorn this newest version of *Worldwide,* is the inclusion of all the British Premiership sides. Every team that currently plays in our own humble footie league are here and on top of that, all of the squad players are completely up to date. The latest transfers feature Le Saux at Chelsea for instance. These touches add that little bit more realism when you're playing your mate for the championship of the street.



Hmmmm. Number 9, black and white striped shirt, and he takes the free kicks. Who could that be?



The mysterious sniper in the crowd claims another victim.



Spectacular moves are part and parcel of *Worldwide Soccer.*

100% HOO-WAL WEET

With more and more soccer games being released in the run up to the World Cup, and more and more commentators being used in the process, finding somebody new for your game is getting tougher. Sega have managed to pull one last trick out of the bag by recruiting one half of the most famous brothers of football, namely Jack Charlton. The man now as famous for Shredded Wheat, drinking Guinness and fishing as he is for football, gives all his little anecdotes to compliment the evergreen Gary Bloom. What a double act.







Altogether now: One-nil, to the Ars-en-al, one-nil, to the...



The camera in the net only appears during replays. Shame.





HOP TO IT!

One other new trick to be added to *Worldwide* is the little running hop that is used to avoid sliding tackles. It kicks in automatically and prevents you from losing the ball, but sadly isn't that realistic. It makes for a better passing game though, as you have more chance of keeping the ball under control.

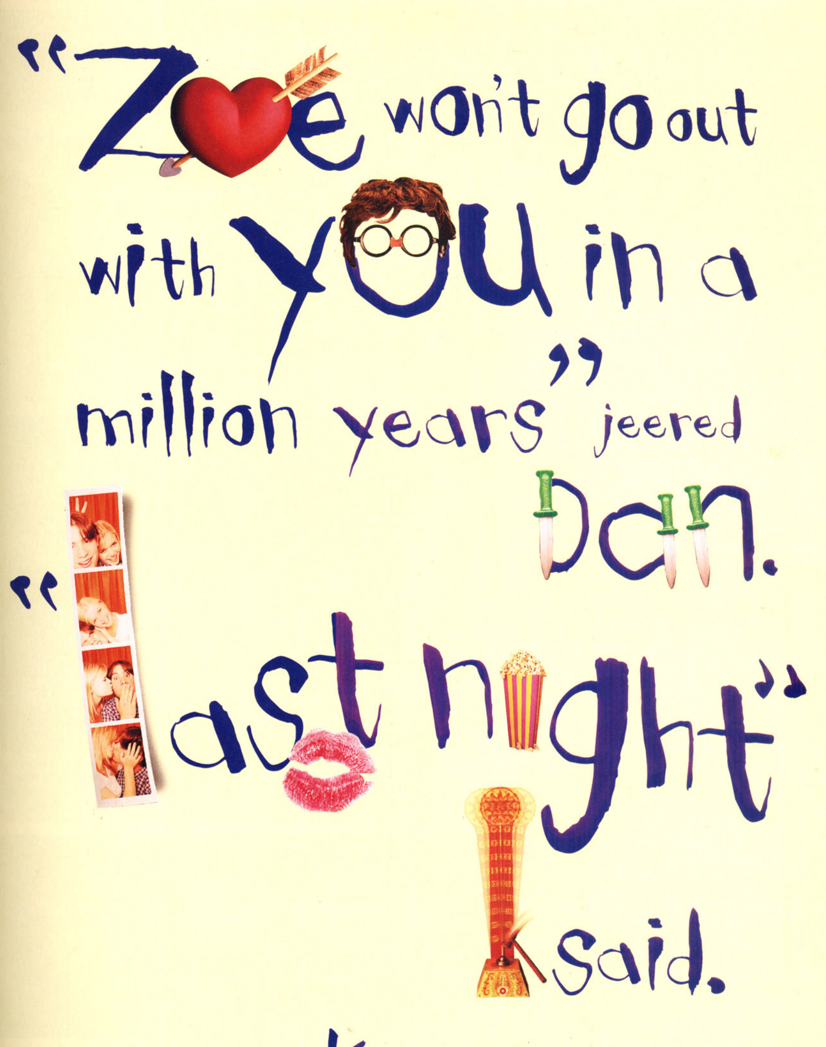


"David Buust: Tackle My Way" didn't sell well.

THEY THINK IT'S ALL OVER



With this *WW* expected to be ready before Christmas, we'll have the full lowdown next month. Then we'll see if it's a boring nil-nil, or a rip-roaring 4-3.



"Zoe won't go out
with you in a
million years" jeered
Dan.
"last night"
I said.

Keep up

Mars





WAR STRATEGY | BY BLUE BYTE | NOV RELEASE | 1-8 PLAYERS

- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY BLUE BYTE TEL 01604 232200

A human virus has leaked and mutated the alien population of the planet Scayra. Now they want your blood. Oh dear!

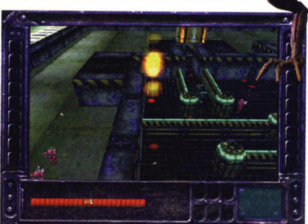
INCUBATION
TIME IS RUNNING OUT

Incubation will be the test for Blue Byte. Having scored a very big hit with *Extreme Assault*, it's vital for them that the follow-up title is just as good. Thankfully, Incubation doesn't look like letting them down. With a human disease turning all of the natural inhabitants of the planet Scayra into death-obsessed monsters, the aim for you is to bring the planet back down to sanity. As well as featuring the usual awesome 3Dfx graphics, *Incubation* also takes a step back in terms of playability – to turn based games. You are given a squad of troops to control and each gets to move once and shoot before their go is over. The computer then moves the aliens it controls, before you have another bash. Simple in theory, but immensely playable if done right.

PROBING CAMERA LENS

Due to the 3D engine (*Incubation* uses the same as *Extreme Assault*) it means that the camera can be moved to virtually any position you like to incorporate all of the on-screen action. You can also skip to various fixed camera views and gain information on characters currently in the battle arena, using the magnifying glass icon at the side of the screen.

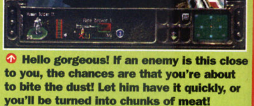




The red dots are patches of heat that will kill you if your characters walk over them.

IN THE LINE OF FIRE

One good thing about the soldiers you command, is the different tasks you can set them to do other than just shooting aliens. They can be injected with a speed increasing drug, drop mines, and heal themselves or others. Or you can put them on guard, so that as soon as anybody walks into their firing range, they'll unload on them! But should the enemy move behind a friendly troop, the guard will shoot through both of them to comply with his orders.



If you constantly fire your weapons, they overheat and jam. Firing them from this distance is OK, as the enemy don't have enough moves to get near you.

Hello gorgeous! If an enemy is this close to you, the chances are that you're about to bite the dust! Let him have it quickly, or you'll be turned into chunks of meat!

BLOOD HOUNDS

And of course, there are loads of opportunities to reduce the enemy to chunks of flesh! Every time somebody is killed, they explode into a mess of blood and giblets accompanied by a suitably squishy sound that's sure to bring out a small chuckle in all gamesplayers.

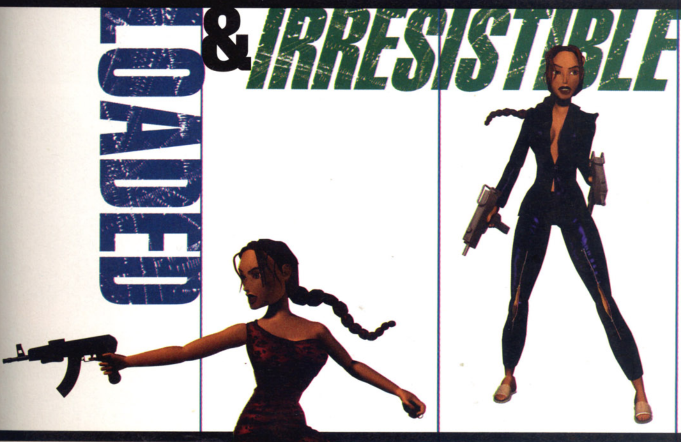


Lovely! Every time someone is killed, you receive experience points. They in turn boost your power.



GETTING READY TO HATCH...

Incubation looks as though it could follow in the footsteps of *Extreme Assault* as another top Blue Byte game. The review will be forthcoming...



LETHAL
LOADED
&IRRESISTIBLE
LARA CROFT



CORE


TOMB RAIDER II
COMING SOON ON:
PlayStation
PC CD-ROM

EIDOS
INTERACTIVE



75% COMPLETE

PlayStation

PLATFORM GAME | BY NAUGHTY DOG | NOV RELEASE | 1 PLAYERS

- PLAYSTATION PREDECESSOR AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1CD
- RELEASED BY SONY TEL 0171 447 1600

Sony's answer to *Sonic* and *Mario* returns in what could turn out to be the most important game for Sony this Christmas. Can Naughty Dog come up with the goods?

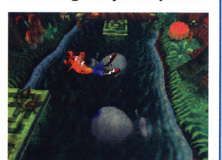


Despite mixed reviews, the original *Crash* still sold really well as PlayStation owners grabbed at the chance to have a proper mascot for their machine. *Crash* has so far been the only real candidate for this position, as he is Sony's single attempt to personalise the machine. Now that the second game is close to release, this is the time when we'll really discover how popular Mr Bandicoot is. The game remains largely similar to the first, with the same mix of forward and backward scrolling levels, along with the same baddies and power ups. Of course, a couple of new ideas have been introduced which are detailed elsewhere in this preview, but even at this early stage one thing is certain – the words 'same', 'similar' and 'identical' are going to be associated with this game no matter which magazine you read it in...unless Naughty Dog pull something major our of their bowl.



Hitting the '!' box will fills these see-thru crates ready for smashing.

Now the crate is broken, the bubble will go and you can proceed.



The hippos submerge if you stand on them for too long.

BAD BOXES ARE BACK!

The crates that drove so many people mad in the first game (you had to find every single one on every single level to finish the game properly) are once again a key point to *Crash 2*. TNT, 1UP, bouncy and standard crates pop up on every level, but to hinder those with shaky joypad hands further, Naughty Dog have put in another type of box – the Nitro. These green monsters instantly explode on contact, so you can't even jump on them to set a counter going. Once you hit the ice levels, or the zero gravity stages they become a real pain, as controlling *Crash* is so much harder. We can sense premature hair loss happening all over the country already.

THE ROCKETEER

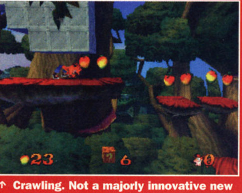
You can read about the all-new zero gravity levels elsewhere on these pages. When you start one of these levels, *Crash* straps on a rocket pack and the doors to a weightlessness world open. Then you have to learn another new set of controls. X and Circle move *Crash* backwards and forwards, Up and Down on the D-Pad move him higher and lower in the level. Square still does the spin attack, which is the best way to smash all of the crates. The rocket pack does provide a new angle of gameplay, as it can be so difficult to control at times, making concentration vital.



I AM THE SLIGHTLY LESS CONTROVERSIAL CRASH TO BE RELEASED THIS YEAR!

CURB CRAWLER!

Crash still retains his standard jump and spin moves, but he has gone back a peg on the evolutionary ladder, by learning to crawl after he learnt to walk! By hitting circle, *Crash* will get down on all fours and move (slowly) under any low ridges in his way. If you're moving and you hit the crouch button, he'll perform a slide which can take out enemies as well. At first, you'll still be in the habit of pressing down to crouch which can prove annoying. Learn not to do that however and you'll be shuffling about all over the place as you discover previously unreachable sections of the game.



Crawling. Not a majorly innovative new move, but a new trick all the same. Lovely.



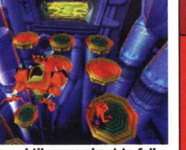






The lasers fire in a set pattern, so take your time and they'll pose no threat.

To jump off the jet, all you have to do is move into the small recess and Crash leaps off! Cool.

The red tiles are about to fall, so seek safety on the green ones.

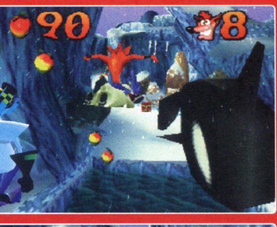




There is no denying that *Crash 2* features incredible graphics.

BEAR NECESSITIES

Originality is not something you'd associate with this next boxout for reasons that will become instantly apparent. Remember the levels Hog Wild and the Whole Hog from *CB1*? Well imagine that but set in the snow and riding on a polar bear. Now you have the basis behind the Bear It level. *Crash* jumps on the back of a Polar Bear and gallops through ice laden ponds, and over seals and penguins, while still smashing all the crates. The level is fun enough, but we already saw all this in the first game. Oh well...







EVERYBODY GO SURFIN'

Remember the water levels from the last game? The Venus Fly Trap plants, the logs and the moving lily pads? Well this time, the moving lily pads have been replaced with motorised jet surfing things! *Crash* jumps onto the contraption and surfs (by jet power) over the water. Bashing into crates has the same effect as it does when you're spinning into them, and the bonuses can still be collected as normal. Watch out for mines though, as not even a jet-surfing thing can save you from death!









NOT A BRUCIE BONUS

The mid-level bonus games have also changed a little since the last outing. Previously, any bonuses you collected in these were added straight onto your existing tally. But now, all apples and extra lives stay unclaimed until you finish the smaller sub game properly. Failure to do so results in a loss of everything collected and a waste of the bonus game. You don't lose a life for this though, so it's not all bad.

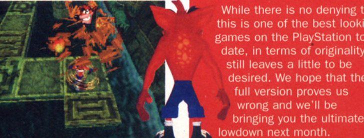


Say hello to Taz Tiger, one of the new bosses in *Crash 2*. Fearsome looking guy.

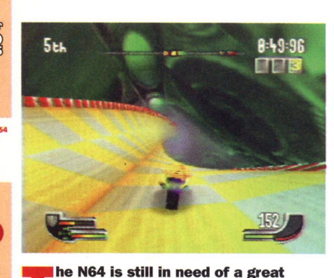
CRASH AND BURN?

While there is no denying that this is one of the best looking games on the PlayStation to date, in terms of originality it still leaves a little to be desired. We hope that the full version proves us wrong and we'll be bringing you the ultimate lowdown next month.









Ever wondered what *WipEout* would look like on the N64? Can't hold on until *F-Zero 64*? What you need is...

EXTREME G

The N64 is still in need of a great racer. *Multi Racing Championship, Wave Race 64* and *Mario Kart 64* were all fine, but they lacked the final speed thrill. What the N64 needs is a racer packed with venom and pure adrenalin, something where you feel the G-force twisting your body out of shape. Which is where *Extreme G* pops up and says "Hi, how y'all doing". Futuristic racing is the name of the game, and *G* has it in spades. Though it doesn't hide its inspiration, clearly borrowing from the big N's *F-Zero* and Psygnosis' anti-grav racing classic *WipEout*. What chance does *Extreme G* of making a name for itself? A lot!



It can get fast and furious on these long tracks. Here the action gets dirty.

EAT MY STATIC PULSE

There are six bikes to choose from for the competition, each with different attributes. Each of the cybercycles has a fixed weapon. Choose from the puny Pulse Cannon, to the slightly better Laser, or best of the lot the Excel Cannon. Apart from your permanent firepower, there are bonus weapons to be won, as in *WipEout*. Littered around each course are power-ups. There are nearly twenty different types including invisibility, homing missiles, flame exhaust, mines, shields and even a tractor beam. Mastering when to use each weapon is essential, especially in later heats. Of course, the other riders can use the power-ups too.





Make like the electrical Ben Hur with the impressive Ion Side cannon.



Someone ahead has just run into trouble. Clean the road of that pile of puke.







SCI-FI ME LAH TI DOH!

Being a futuristic racing game, *Extreme G* has one of those waffly backstories about how the Earth is now deserted. Humans now live on a specially-built satellite planet, Earth being no longer able to support life. For entertainment the Extreme G contest was devised. The drivers operate remote control cybercycles, across the barren home planet. All the extra space on Earth means that the tracks are large and complex, full of twists, loops, and corkscrews. This is the Extreme G.



Suck flame exhaust with a new top speed.





The roads often fork in two, with multiple routes to choose from.

G VERSUS G IN THE ULTIMATE G BATTLE!

There are twelve courses to conquer to become the champion, taking place over four different environments. Desert, mine, city and space are the locations for the challenge. Yet the action doesn't stop there. Get a second pad and a friend, and more modes of play open up. Tournament and head-to-head challenges are also included. Plus a flag game, where you race around a smaller track trying to collect as many flags as possible. Battle mode is similar to *Mario Kart*, with the action taking place in specially designed arenas. There is even a cup challenge which can accommodate up to 16 players, racing one-on-one heats in a knockout competition.



A long jump to the next tunnel.



HARDCORE H, IMPOSSIBLE I, JUMPING J'S

WipEout clone or not, *Extreme G* is looking very impressive and it moves very fast. There's a lot more on offer here than most race games. The final fine tuning and tweaking is taking place as you read, with the CVG review real soon.







NOV RELEASE

1 PLAYER

- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 4 CD'S
- RELEASED BY VIRGIN TEL 0171 368 2255

Westwood – the creators of *Command & Conquer* – bring you a graphically stunning, revolutionary new game worthy of the name...

BLADE RUNNER™

Games based on movies have a rough reputation. Until recent years a movie license meant a sub-standard platform game. These days advances in hardware allow software houses to think differently. Which is where Westwood step in. Three years ago they acquired the license to a 15 year old sci-fi classic - Blade Runner. A movie rich in style and innovation, and one that seems to get better with age. The possibilities of a game based around such a film are endless. Thankfully Westwood sat down, and thought about the potential of the project. What they have produced is nothing short of a new kind of video game.













HE SAY YOU BLADE RUNNER

If you've never seen the original film, where have you been? Released in 1982 to much critical acclaim, but poor box office takings, Blade Runner has gone on to achieve a cult status, resulting in the definitive Directors Cut being released a few years ago. The movie is set in Los Angeles 2019, six replicants (androids) have escaped from an off-world colony and are heading back to Earth to meet their maker. They are hunted down by Deckard, a blade runner. Based on the novel 'Do Androids Dream of Electric Sheep' by Philip K Dick, the film was highly influential. Nearly every sci-fi movie since has tried to copy its style, and its vision of the future looks more and more possible.



Scenes like this will be familiar if you've seen the film.



The Bradbury building where the climax of the movie is set.



Shadows and light play a large part in *Blade Runner*.



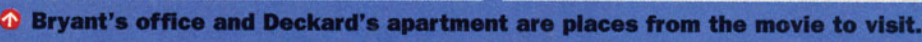
It's just like the movie. Even more so with the music playing.

I NEED THE OLD DECKARD, THE OLD MAGIC

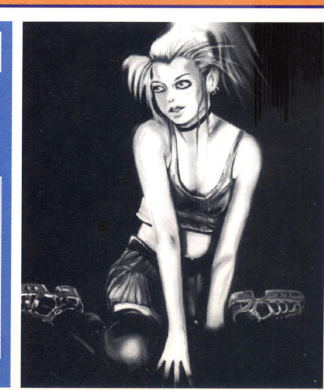
The game follows the plot of the film. This time with five replicants roaming the streets of Los Angeles, 2019. You take on the role of Ray McCoy, blade runner. Again, like the film there is a possibility that McCoy is the sixth replicant. A cast of 70 characters, each with their own agendas, inhabit this world. Thirteen of these are possible replicants and you must use your skills to find out who. Every time you start a new game, the five that are replicants changes. What's more, the events of the game run parallel with the storyline of the film, so McCoy can cross Deckard's tracks and meet characters from the movie.





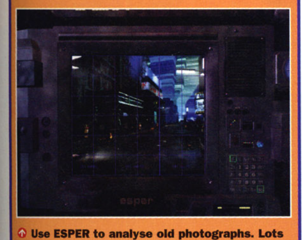


Bryant's office and Deckard's apartment are places from the movie to visit.



REACTION TIME IS A FACTOR

In the film, Deckard relied on two machines to help his detective work. Both are available in the game. The Voigt-Kampf test – which measures false emotions like a lie detector – and ESPER machine, make hunting the replicants possible. The ESPER is used to analyse photos, scouring for clues. Areas of each photo can be enlarged and the image enhanced. The photos (just like all the scenes in the game) are in 3D. So the camera can rotate around objects to find vital information. Using ESPER it is even possible to read the titles of books, that at first were just a dot in the distance. All clues found are entered into KIA, a digital assistant that helps you link clues to suspects.



Use ESPER to analyse old photographs. Lots of information is hidden in each picture.

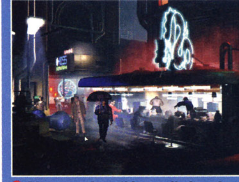




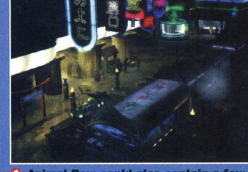


MORE HUMAN THAN HUMAN

Events in the game are played in realtime. Because of this McCoy's actions can have a direct and often indirect influence on the game. Due to the high level of artificial intelligence each character possesses, McCoy must sometimes be discreet in his work. Kill a Replicant in a public place and word will soon get around of your intentions. This is because characters in the game will pass information onto each other. However, kill a replicant in a deserted alley and the 'skin jobs' will be baffled. Merely interviewing potential replicants could prove hazardous, as again info is passed on between the characters 'off camera'. Provide the replicants with too much prior knowledge, and the hunter may find himself the hunted, as they chase the same leads to intercept you.

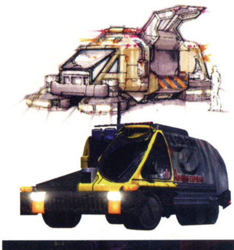


Places such as this noodle bar should prove useful for gaining information.



Animal Row could also contain a few clues, plus some unsavoury characters.







The city is big, featuring over seventy different locations. Better get a map.



The replicants could be hiding anywhere.



Want to take the police spinner for a ride? You may need to speak to Gaff first.



The graphics capture the mood and look of the film very well. We can't wait!

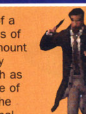
PITY SHE WON'T LIVE...







Not only does *Blade Runner* offer you something new, with the merger of a point-and-click adventure and a realtime strategy game, but also in terms of graphics. Utilising integrated full motion video and an unprecedented amount of polygons on screen, Blade Runner looks special (we could have easily filled both these pages describing the technical wizardry on display, such as volumetric lighting and particle effects). The look is enhanced by the use of atmospheric lighting, shadows and the trademark rain of the film. Add the original Vangelis soundtrack, plus voice-overs for characters by the original cast, and *Blade Runner* could become something more than a game inspired by a film, it becomes something that compliments it.



A NEW LIFE AWAITS YOU...

The potential of this awesome game is mind blowing. With *C&C*, Westwood have already proven they know how to make a realtime strategy game, with *Blade Runner* they could turn the gaming world upside down. The release is set for November, expect a review soon.



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One of the PC's hottest games of the last year gets ever closer to the PlayStation. Go beyond Shiny's *Earthworm Jim* with *MDK*.



Pure energy streams recently discovered in space are being used by an alien race to transport themselves to Earth. The aliens have created enormous mobile minecrawlers – entire cities which move around the surface of the planet destroying anything in the way. It's down to you as Kurt, wearing a suit of high-calibre armour, to save the world. In each area, you must race to stop the aliens before the massive crawlers crush the final breath out of innocent Earthlings!

WHOOPS! MIND YER HEAD!

The best feature of the fantastic so-called Coil armour suit is the sniper helmet. Kurt can remove the gun from his arm and attach it to the front of his helmet, giving him a special zooming sniper view. With the helmet on, it's possible to zoom the view right in on any enemy in the level, no matter how far away they are. When zoomed in close, it's easier to accurately pinpoint shots so that enemies are taken out in one go – you can shoot off separate limbs from miles away! At the end of a level, the number of enemies killed by having their heads shot off through the sniper view is tallied up.



It is hard for aliens to dodge your long-distance sniper shots.



A shot to the face takes the enemy's head clean off!



Taking on a room-full of massive robots like this is a very bad idea. You need to search the level for some sort of disguise...

NON-STOP FUN AND DEATH ALL THE WAY!

The completed version of *MDK* for the PlayStation will have every one of the levels of the PC game, all of which are brilliantly designed. Each level has a different selection of set-pieces from the last, with different vehicles to use, enemies to get past, and puzzles to solve. The pre-production disc we played already has a section where Kurt can call an alien ship which he then pilots around a group of buildings. Alien ground troops run for cover and hide in bunkers as Kurt rains bombs onto them from above. There are also some brilliant power-ups such as "The World's Smallest Nuclear Explosion", which produces a mushroom cloud only two feet high!





GRAPHICAL WEIRDNESS

The graphic style of *MDK* is very unusual. Some surfaces are left untextured, while others have wacky patterns all over them. The architecture of the cities is extremely weird, and often very impressive. The PlayStation version of *MDK* looks surprisingly similar to the excellent PC game, with only a slight loss of detail on the textures. Everything moves around smoothly, and the sniper zoom is still as good to look at as ever. There are also new effects on some of the explosions, and the game's still not finished yet!



ON A PLAYSTATION NEAR YOU SOON

This is the first version of *MDK* for the PlayStation that has had most of the main features in place. And it's looking very promising, with graphics that are close to the PC original. What we really want to know is how well *MDK* is going to play and how long it's going to last. Until it's completely finished we won't know the answer. We'll have a review very soon.



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Rally games are old news, now everyone's on to touring car games. This one has a big advantage over its competition – it's done by members of the original *Sega Rally* team!

SEGA Touring Car Championship

The team responsible for producing *Sega Rally*, one of Sega's biggest hits in recent years had a bit of a change not long after the game's release. The head of AM3, Mr Mitsuguchi left to form his own division of the Sega R&D Department – AM Annex. Their first game was *Sega Touring Car Championship*, a follow-up of sorts to the amazing *Sega Rally*. Now, after a year or so in the arcade it's coming to the Saturn with all the enhancements we've come to expect from Sega's home conversions.





When watching the replay of a race, you can switch between all the camera views.

GO FOR POLE!

There are two main modes to *Sega Touring Car* – Arcade and Saturn. In Arcade mode, as in the arcade version of the game, you do one timed lap of the course to determine your grid position for the actual race. If you can get round the two lap race before your time runs out, you go onto the next track. The Saturn version adds more features, with secret tracks (three, as far as we know) and secret cars (the *Sega Rally* Lancia and Celica are rumoured) as well as the expected Time Attack mode.





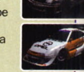
FLUFFY DICE OR NODDING DOG?

The new Saturn mode in *Sega Touring Car* gives you the chance to set your car up just as you want it, as in *Sega Rally*. You can set things such as the quickness of the steering, tyre compound, suspension hardness and so on. Most people aren't likely to notice any real difference to begin with, but once you've mastered the game and are attempting to beat lap records by split seconds, an ideal car setup becomes important. You can save your favourite settings to your Saturn memory.

HEY EVERYONE! FOR ALTERNATE COLOURS, HOLD UP ON THE CAR SELECT SCREEN!

PIT IN!

To make *Sega Touring Car* a bit more of a racing experience than *Sega Rally*, AM Annex included a pit lane to the races. This wouldn't have been much use in the arcades because the races are so short, but in longer Saturn races they can be handy. As you go in, the view moves around your car and your pit crew rush to your aid. Of course, you need to be in a pretty darned long race to be able to catch opponents up after a pit stop, but we know there are people who used to love setting *Daytona USA* onto 80 laps and racing for hours. Sad people.





Your pit crew wave you out of the garage. And look – they've got feet!

GAME OVER, YEAH!

We've been playing a near-complete UK PAL version of *Sega Touring Car*, and it's coming on fairly well. None of us here at CVG were particularly big fans of the arcade version so we aren't getting all that excited about the Saturn version at the moment. If the frame rate gets smoothed out before the game's release, Saturn *Touring Car* could be enough to convert us. Hopefully. A review next issue, if you're lucky!

CHECKPOINT

The month's events and software releases at a glance. **Oct-Nov**

Wanna win the latest games? Wanna find out when all the new stuff is out? Then look no further than these two pages. We unveil the future and we're talking crystal balls.

The floodgates have nearly opened. The release schedules are almost buckling under the pressure of so many games. Now is the time to start analysing the release dates, checking out CVG for the reviews, and compiling your Christmas lists. If you still haven't sent thank you notes for last year's presents, you'd better write some quickly. We'd just like to remind you that the trusty release schedule is highly likely to change, because games often slip back in their development. Also companies may want to avoid releasing games on the same day as potential blockbusters (check out 7th November to see what we mean, that potential line-up is definitely going to change). Our palms are getting very sweaty in anticipation over the delights due between now and Christmas. We hope yours are too.

WIN! WIN! WIN!

G-POLICE

We've been enjoying catching criminals and saving the day in *G-Police* on the PlayStation, although sometimes the Havoc gunship is a little too hard to control. What we'd really like is a flashing siren which you put on the top of your craft when chasing a criminal – just like in all the TV cop shows. Is there anything you'd like added to the *Havoc* that would make the job easier? We want you to design the ultimate police car for catching criminals. Draw the car and tell us the top speed, engine size, main weapon, and 0-60 acceleration – so that we can play *Top Trumps* with your entries when we've judged them. Send your design to:

KOJAK'S ARKANSAW CHUGABUG COMPY.

DUKE NUKEM 3D

Duke finally appears on the Saturn, in all his politically correct glory. Ed's been playing the game since it arrived, and all we hear from his corner is 'Shake it baby' every ten minutes. We quite like Duke's cheesy humour, and all his catch phrases such as; 'I'm gonna get medieval on your asses', 'I ain't afraid of no *Quake*', and 'Damn, you're ugly'. Can you guess what direction this compo is taking yet? Yup, we want you to come up with new catch phrases for Duke. Draw Mr Nukem uttering his new line, for a chance to walk away with the game. Mark your entries:

I'M A SINNER, NO WINNER COMP.





HEXEN 2



Hexen 2 has got excellent weapons and magic, which makes it a great diversion to our mammoth *Quake* sessions. We particularly like playing over the net, and turning all the other players into pigs. We wish we could have this power in real life, but alas 'twas not meant to be. You can help us make our dreams come true by doing the next best thing. We want you to draw a member of CVG, casting a spell on the rest of the team. The best spell earns its creator *Hexen 2*! Send your entries to:

STEVE KEY IS COMPOST COMP.

Send entries as soon as possible to:

CHECKPOINT #192 FREEBIES, COMPUTER AND VIDEO GAMES, 37-39 MILLHARBOUR, THE ISLE OF DOGS, LONDON, E14 9TX

THE BIG NINTENDO SHOW

November 21st - 23rd. Tokyo.
The major Nintendo show of the year. Taking place in the Makuhari Messe, one of the biggest exhibition centres in Japan, this is going to draw huge crowds. The show will be divided between N64 and *Pocket Monster*, with Nintendo planning to debut nine games, including *F-Zero*, *Zelda* and *Yoshi's Story*. Plus there's third party support showing the likes of *Hybrid Heaven*, *Dracula 3D*, *Nagano Winter Olympics* and *Bomberman* amongst others.





PLAYSTATION CLUB FESTIVAL '97

November 15th - Dec. 21.
Various cities, Japan.
Last year's PlayStation Expo proved so successful that this year Sony have renamed the show, and are taking it on the road. Unlike most games shows which are trade events only, the club festival has been put together for the gamesplayers. As the show is taking place over two months, new games could be added to the line-up. *Tekken 3*, *Biohazard 2*, *Metal Gear Solid*, *Nagano Winter Olympics* and *Parasite Eve* are the games that should be gaining the biggest crowds. Plus the possible appearance of *PaRappa the Rapper 2*. A fun show with lots of new games, plus all the usual costume competitions and live events that the Japanese are renowned for.

KEY: **Red** It's hot & we want! **Blue** Stinks of cackola!

GAME NAME	COMPANY	FORMAT
10th October		
Castlevania: Symphony of the Night	Konami	PlayStation
Extreme G	Acclaim	Nintendo 64
F1-Pole Position	Ubi Soft	Nintendo 64
Premier Manager '98	Gremlin	PlayStation
Lylat Wars	THE Games	Nintendo 64
Rapid Racer	Sony	PlayStation
17th October		
Actua Soccer 2	Gremlin	PlayStation
Judge Dredd	Gremlin	PlayStation
Battle Arena Toshinden 3	Takara	PlayStation
Road to the World Cup - FIFA '98	EA	PlayStation
Fighting Force	Eidos	PlayStation
Resident Evil: Directors Cut	Virgin	PlayStation
Shadow Warrior	Eidos	PC CD-ROM
Supersonic Racers IIXS	Mindscape	PlayStation
24th October		
Monopoly Star Wars	Hasbro Interactive	PC CD-ROM
G Police	Psygnosis	PlayStation/PC CD-ROM
Jersey Devil	Ocean	PlayStation
MDK	Interplay	PlayStation
Overboard	Psygnosis	PlayStation
Sim City 3000	EA	PC CD-ROM
Worms 2	Microprose	PC CD-ROM



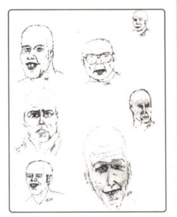


GAME NAME	COMPANY	FORMAT
31st October		
Hercules	Disney Interactive	PlayStation
Namco Museum Vol. 5	Namco	PlayStation
Nightmare Creatures	Activision	PlayStation
Star Trek: Star Fleet Academy	Interplay	PC CD-ROM
Steel Reign	Sony	PlayStation
Wallace & Gromit: Animator Director	BBC Multimedia	PC CD-ROM
WCW Vs the World	THQ	PlayStation
October (no set release)		
Command & Conquer: Sole Survivor	Virgin	PC CD-ROM
Jedi Knight: Dark Forces 2	Virgin	PC CD-ROM
Duke Nukem 3D	Sega	Saturn
Lands of Lore 2	Virgin	PC CD-ROM
Last Bronx	Sega	Saturn
Riven: Myst 2	Broderbund	PC CD-ROM
Unreal	GT Interactive	PC CD-ROM
Wing Commander: Prophecy	EA	PC CD-ROM
Worldwide Soccer '98	Sega	Saturn
X-Files	EA	PC CD-ROM
7th November		
Actua Ice Hockey	Gremlin	PlayStation
Bubble Bobble 2	Virgin	PlayStation
Deathtrap Dungeon	Eidos	PC CD-ROM/PlayStation
Duke Nukem 3D	GT Interactive	PlayStation
Final Fantasy VII	Square/Sony	PlayStation
NBA Live '98	EA	PlayStation
Goldeneye	THE Games	Nintendo 6
Rampage World Tour	GT Interactive	PlayStation
Resident Evil: Platinum	Virgin	PlayStation
Screamer 2	Virgin	PlayStation
Tomb Raider 2	Eidos	PlayStation
Viper	Ocean	PlayStation
War Gods	GT Interactive	PlayStation
14th November		
Colony Wars	Psygnosis	PlayStation
Command & Conquer: Red Alert	Virgin	PlayStation
Grand Theft Auto	BMG	PlayStation
Quake	GT Interactive	Nintendo 64
Marvel Super Heroes	Virgin	Saturn/PlayStation
Red Baron 2	Sierra	PlayStation
21st November		
Apocalypse	Activision	PlayStation
Pandemonium 2	BMG	PlayStation
Time Crisis	Namco/Sony	PlayStation
San Francisco Rush	GT Interactive	PlayStation/Nintendo 64
UEFA Soccer	Ocean	PlayStation
28th November		
Ace Combat 2	Namco/Sony	PlayStation
Blasto	Sony	PlayStation
Broken Sword 2	Sony	PlayStation
Championship Manager All-Stars	Eidos	PlayStation
November (no set release)		
Blade Runner	Virgin	PC CD-ROM
Curse of Monkey Island	Virgin	PC CD-ROM
Enemy Zero	Sega	Saturn
Lost World	Sega	Saturn
NBA Action '98	Sega	Saturn
Quake	Sega	Saturn
Quake 2	Activision	PC CD-ROM
Sega Touring Car	Sega	Saturn
Sonic R	Sega	Saturn
5th December		
Adidas Power Soccer 2	Psygnosis	PlayStation
Crash Bandicoot 2	Sony	PlayStation
MK Mythologies: Sub Zero	GT Interactive	PlayStation/Nintendo 64
Mission: Impossible	Ocean	Nintendo 64
12th December		
Dark Rift	THE Games	Nintendo 64
Dynasty Warriors	Sony	PlayStation
Gex 2	Virgin	PlayStation
Star Wars: Masters of Teras Kasi	Virgin	PlayStation
19th December		
Riven: Myst 2	Acclaim	PC CD-ROM
FIFA '98: Road to the World Cup	EA	Nintendo 64
Piste-Basher 2020	NSD Productions	We don't think so!

IN YOUR FACE!

Presenting the Checkpoint winners of issue #190

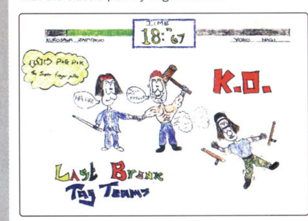
F1 '97



A great prize, and some great entries that really made us laugh. We wanted you to draw the CVG team, if they had no hair. This was vaguely tied into the fact that Murray Walker is bald. Michael McCall from Essex is the lucky winner, his drawing tells it like it is.

LAST BRONX

We couldn't believe the quality of the majority of entries. We were sent some truly stunning pieces of art. We asked you to draw a move for the game in which the 'bronx cheer' is incorporated. A bronx cheer, is of course another word for a fart. In the end Mark Thompson of Co. Durham is the winner, with the classic pull my finger routine.



DARK REIGN

You'll have to forgive us, but the August issue was written in June. We didn't know what the summer's weather would be like. No doubt you were all enjoying the sunshine too much to enter this competition. We had a handful of entries but the lucky winner is Steven McNamara from Co. Dublin, whose drawing shows the utter panic, of what would really happen if it rained cats and dogs.



TA VERY MUCH

As it gets nearer the silly season, our hearts go out to Doug and Darren at HMV – the men who provide the release schedules and free games you try to rob from us each issue. From now until the end of January, they'll have to start working their sorry behinds extra hard. Please don't hold them or us responsible, should a game slip from the release schedule. It's not our fault, but the Fagin-like games companies, who can't get their acts together.





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DIVE IN DEEP WITH LARA FOR OUR TOMB RAIDER 2 REVIEW!

REVIEWED:
- CRASH BANDICOOT 2
- TAMAGOTCHI EVERYTHING!
- COLONY WARS
- DIDDY KONG RACING
- JERSEY DEVIL
- GRAND THEFT AUTO
- BLADE RUNNER
- SONIC R
- BROKEN SWORD 2
- BANJO KANZOOIE
- MARVEL SUPER HEROES

PLUS:
- MORTAL KOMBAT 4
- SEGA'S NEW 128-BIT CONSOLE
- ULTIMATE CHRISTMAS ROUND UP

ISSUE No. 193 OUT ON NOVEMBER 12TH



BACK ISSUES!



Tekken 3 guide (with extra tiny moves), first in-depth look at *Star Fox 64*, second part of our pro-guide to *Fighters Megamix*, full reviews of *Mario Kart 64* and *Dungeon Keeper*.



Tomb Raider 2 feature and interview, *House Of The Dead* guide and maps, *Vampire Savior* moves list, *Mario Kart 64* short cuts and tips, *The Lost World* games, *Formula 1 '97*, *G-Police*.



Tekken 3 moves for time release characters, plus all the 10-hit combos! Complete E3 show report! First pics of Neo Geo 64 and Konami Cobra games. *Time Crisis*, *Goldeneye*, *Ace Comabt 2*, *Sonic Jam*.

#191

Final Fantasy VII: world exclusive interview with developers Square Soft. Plus monster coverage of Capcom's *Marvel Super Heroes* and *Street Fighter EX PLus Alpha*. Plus cool *Top Skater* cheats.

Missing some vital gaming skills?



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I say newsagent, this is an awfully nice shop. Could I trouble you with the task of reserving one of those jolly CVG books every month? I'll be sure to be punctual upon my collection of said item. Thanks awfully. Cheerio.

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The numbers involved with *Final Fantasy VII* speak for themselves, in terms of sales, and the hours of enjoyment it offers. But statistics don't make *Final Fantasy VII* the unforgettable classic it's destined to be. The experience, of a kind never-before realised in video games, is what will speak to you personally. And the message is power.

Never underestimate the power – Sony's campaign since the launch of PlayStation. *Final Fantasy VII* captures it all. Most importantly, the intensity is driven home from the inside out. The core of the game, its theme, is energy – which is developed through the story it tells, and takes shape as some of the greatest moments in video game history. Arguably some of the best moments in entertainment history.

The gaming equivalent of a meteor heading toward planet Earth is about to impact.

SHOCKWAVE!!!

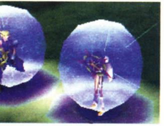
ROLE PLAYING ADVENTURE

Final Fantasy VII is a Role Playing Game (RPG). Unfortunately for those who still need the concept explained, RPGs are adapted in many different ways by games producers. But the version most suitable to explain *FFVII* is this: You adopt the role of a character on a quest to save the world. His abilities improve according to experience in battle. This translates as enhanced physical attributes, and an increasing selection of cool magic.

These skills help to survive the dangers of a huge world, which can be explored at leisure. So long as your idea of leisure is fighting creatures from the back of oblivion, and solving planet-size problems. To increase your chances of success, other like-minded characters assist in the battles. Occasionally they help solve problems too. If you pay attention to what they're saying.

Only if you become the very best you can be, by learning how to fight skilfully; visiting everywhere possible, and solving all the puzzles, will you save the world.

When characters switch weapons, the change is shown on screen. Barret (above) uses a Chain Gun as standard. He can also use a laser, a drill, and this Rocket Punch arm!



Look out for each character's Limit technique! These occur when a character has been hit many times. Some are killer attacks, others are used to heal (above).

STICKS AND STONES

One of your primary occupations in *FFVII* is surviving lots of battles, so the graphic rewards for being skilled are made to leave you gasping. Only the villages and towns are excluded from the fighting element. Even so, there are secluded areas in which danger may strike. When the enemy attacks, they do so from out of nowhere!

STICKS

Physical weapons are the easiest to master. Some are bought, but the best are found, and they're often quite elusive. You'll find that sometimes cutting up the enemy is more effective than using powerful magic.



Battle commands are accessed from a speedy menu, once the time gauge is full. Since you control all of the people in the group, this is obviously the easiest way.



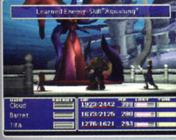

Shinra's president confronts AVALANCHE. He's brought trouble.



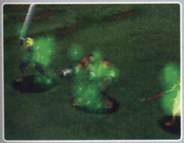
'Airbuster' is the first major enemy you encounter. He's tough!

STONES

Most weapons and protective gear are full of holes. These have a special use (it's not that the guy who made them is crap at his job). Small stones called Materia are inserted into the holes to impart special properties. There are five different types, each distinguishable by colour. A cool feature of Materia is that the more you use it, the stronger it becomes.



Yellow Materia awards extra skills. The most impressive type is 'E-Skill', which memorises cool enemy attacks, allowing the owner to fire them right back!


Magic Materia (green) enhances attacks, and lessens the damage from enemies. Fire, for example, can be absorbed.


In situations like this, where the enemy occupies different ground, magic is almost essential. Projectiles are usually weaker.

CALLING NAMES

Magic Materia is the most intriguing of all types, because it offers the most impressive results. The only downside is that magic Materia drains some physical energy when it's installed. But an arsenal of attacks like these is worth the sacrifice.

STANDARD MAGIC (GREEN MATERIA)

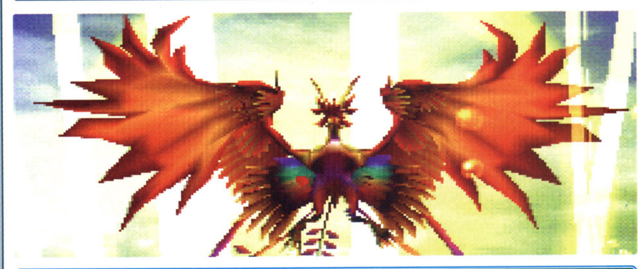
Call upon the elements, or conjure some dread poison from the air, to launch unavoidable attacks on the enemy. By equipping blue 'Support' Materia, the effects can be at least doubled. Choose your magic wisely because, just like you, some enemies may be immune to or even absorb some types.



SUMMON BEAST (RED MATERIA)

Colossal, fantastical gods and mythical creatures which erupt from the ground, or else descend from the heavens. With cool names like Ifrit, Katijana, and Hades, these are the main attraction no doubt about it. Watch in awe as they stage unforgettable onslaughts which you never tire of seeing. You read it here first: 'Neo Bahamut' deserves a place in the video game hall of fame!



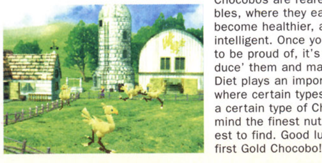


WHAT'S WITH BIG BIRD?!

He's a Chocobo (not a giant chicken), the traditional means of transport in Final Fantasy lore. There are different strains of these chirpy partners to choose from, each pedigree suited to its own area of terrain. Yellows are the most common – these you find anywhere. The Blue, Green, and, eventually, Gold types you have to breed, in order to cross difficult rivers and climb mountains.

BAG HIM!

Before riding a Chocobo, you need to catch one. This is done by equipping a 'Chocobo Lure' Materia, then hanging out where there are Chocobo tracks. Pretty soon your team will come under attack by a couple of enemies you'd expect – plus one cheeky Chocobo. Throw him some food (bought from the farm), and clobber the enemies. Make sure not to thwack the bird by mistake – Chocobos get nasty if they feel threatened! Once the other enemies are dead, the Chocobo is yours. Let's ride!



Visit the Choco Sage for advice.

Outrun giant desert snakes!

CHOCO-MATE!

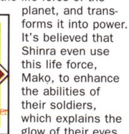
At a later stage in the adventure, the owner of Chocobo Farm lets his land for Chocobo breeding. Chocobos are reared in the stables, where they eat greens to become healthier, and more intelligent. Once you have a couple to be proud of, it's time to 'introduce' them and make a new breed. Diet plays an important role too, where certain types of nut produce a certain type of Chocobo. Bear in mind the finest nuts are the hardest to find. Good luck with your first Gold Chocobo!



DYNAMIC NEW FRIENDS

The plot-line which runs through *FFVII* is magnificently complex. It concerns subjects that are often very deep, which may cause you to think very seriously. Yet the driving force is always hope and courage, against all odds. You feel good because you know you can win.

The story begins with a revolutionary group called Avalanche – a small team rebelling against the all-powerful Shinra organisation. Shinra built their empire on the back of a technology which extracts the life force of the planet, and transforms it into power. It's believed that Shinra even use this life force, Mako, to enhance the abilities of their soldiers, which explains the glow of their eyes. Impressive, just like anything Shinra creates. But in their selfish rise to glory, Shinra rubbished the lives of many innocent people. Avalanche is just one example of how the people are trying to fight back.



Shinra's immense HQ is the centrepiece of a city called Midgar. Here our hero, Cloud, joins Avalanche as they sabotage a giant Mako reactor. Cloud once belonged to Shinra's army, but was disillusioned after a tragedy involving the most respected figure in the force – a soldier called Sephiroth.

Cloud the revolutionary, then? If only it were so simple. The Sephiroth incident was only the beginning of Cloud's initiation into Shinra's best kept secret. Something so chilling you may sometimes wish you had never begun to seek it out.



This guy Reno belongs to Shinra's mafia – The Turks. Having sworn their lives to Shinra, The Turks confront Avalanche at key points throughout.



Cloud marvels at one of the immense Mako reactors before joining Avalanche at the main entrance. This is a really slick cut scene used early in the game.



COOL TRANSPORT AVOIDS HEAT

Our understanding of the world – its size and limitations – only goes as far as our experience of it. This is how Final Fantasy VII works, challenging you to push back the boundaries of an imaginary world.

Rather than present everything at once, losing people, the world map unfolds piece by piece. Specific problems or key battles have the same effect as locked doors. Only when you have achieved the level of ingenuity required to be granted the key – whether it's to find an enemy's weak spot, or hit upon the solution to a puzzle – are you presented with new horizons. To close the distances as they become greater, the team are presented with a cool set of vehicles.

The experience is always rewarding and fun, since predicting the future is impossible. Your mission is always to be prepared for what is to come.





Choose to view the outside world from high above, or ground level. Whichever way you choose, the detail is impressive.



The final transport made available is 'Highwind'. In the air there is no threat of attack, and places are reached in mega-quick time.



Lurking beneath the sea are some incredibly tough enemies, including one of the new deadly Weapon monsters.

ENGLISH FFVII IS THE BEST!

When Square announced *Final Fantasy VII* for the US, rumours spread about the threat of censorship. A site on the internet even allowed concerned fans to 'sign' a petition against such a move. It's not certain whether Square Soft had planned omissions, but the censorship never happened. US/UK players are getting everything the Japanese version had – and more! We asked Kenji Mimura at Square LA to explain why.

Please could you mention the most significant comments made by Japanese players of FFVII, and how Square Soft responded.

There were comments by Japanese gamers that the game was difficult due to many battles. With input from our hands-on players, we have balanced the encounter rate of battles, and we have added several events and several new Weapon monsters to have the players be fully engulfed in the story of *FFVII* and to have new challenges against these new monsters. The additional Weapon monsters are designed to be even tougher than the final boss.



indicators point to enemy weak spots in the English-language version of *Final Fantasy VII*. Just press the R2 button to see them.

How closely does the the manner in which characters refer to each other, and the dilemmas they face remain true to the original?

The dilemmas the characters face remain true to the Japanese version. But additions have been made to the English version to further enrich the story of *FFVII*. The narratives were not changed. They have been translated to be as close to the original as possible.



Barret is the tough guy, so he talks tough. Square Soft even allow him to swear! His whole manner indicates that he's ready to fight hard.

What was the reason for including new Elementals in the US/UK version of FFVII? Why weren't they included in the original?

With the time we had since the release of the Japanese version, we were given the opportunity to fully consider and incorporate the feedback from our Japanese gamers. With this opportunity, we wanted to have the American and European gamers to fully experience the Final Fantasy VII story by incorporating new Elementals.



The tiny red arrows show the exits. These are new to the English version of the game. The white pointer has always been an option.

Is FFVII now the greatest RPG that Square Soft has ever created?

We feel that we create games that are at the maximum of the available technology. With *FFVII*, the increased memory capacity of the CD-roms enabled us to create a masterpiece that takes us into the next generation of interactivity.

Please pass on a message to all the UK players who are eager to play FFVII.

With close to 200 people and two years of development, we sincerely hope that the European players will be engulfed in the *Final Fantasy VII* experience.

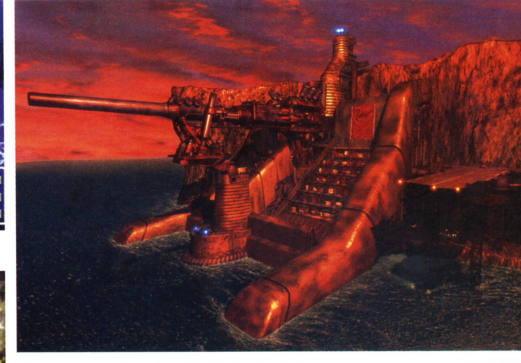


The team fights Jenova in many incarnations throughout the game. This is 'Jenova BIRTH'.



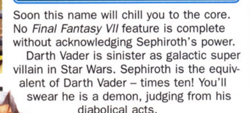
One of the first problems in the game is how to get into the Honey Bee Inn – a... er... men's club.

Expect to find some scenes in the game to be very hard-hitting.









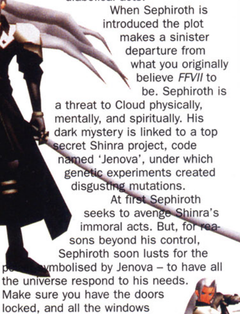
SEPHIROTH

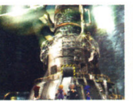
Soon this name will chill you to the core. No *Final Fantasy VII* feature is complete without acknowledging Sephiroth's power.

Darth Vader is sinister as galactic super villain in Star Wars. Sephiroth is the equivalent of Darth Vader – times ten! You'll swear he is a demon, judging from his diabolical acts.

When Sephiroth is introduced the plot makes a sinister departure from what you originally believe *FFVII* to be. Sephiroth is a threat to Cloud physically, mentally, and spiritually. His dark mystery is linked to a top secret Shinra project, code named 'Jenova', under which genetic experiments created disgusting mutations.

At first Sephiroth seeks to avenge Shinra's immoral acts. But, for reasons beyond his control, Sephiroth soon lusts for the p[illegible]ymbolised by Jenova – to have all the universe respond to his needs. Make sure you have the doors locked, and all the windows closed for the final, climactic confrontation!







CVG OPINION

If you own a PlayStation you must own this game. Not least because *Final Fantasy VII* introduces an incredible new era of interactive entertainment. From the moment Aerith fixes her eyes on yours during the opening movie, you're in for the ride – no way you're going to let her mystery lay unsolved. Adapting to the game's style takes no longer than winning the first few battles, and being tempted by the first threads of the magnificent plot. From then on you're hooked, because *Final Fantasy VII* is like nothing you have ever experienced before. Square Soft have adapted their most popular series to become something very different; something truly unique. Three CDs containing sights and sounds previously unimaginable. Each connected by a thrilling storyline, brought to life with ingenious gameplay. The future of PlayStation is assured by this key to the future of games.

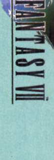
PAUL DAVIES

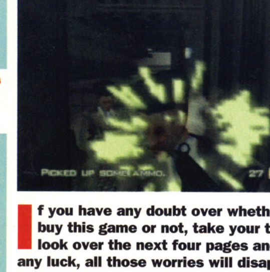


Sephiroth destroys everything to get what he wants. The scene above will break your heart.



A must-have game for your PlayStation. All the excitement you expect, empowered by heart-rending emotional scenes you don't. Buy this.

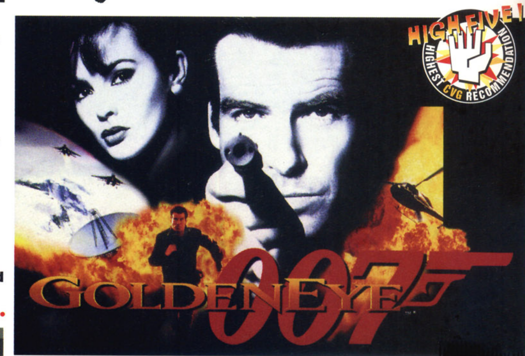




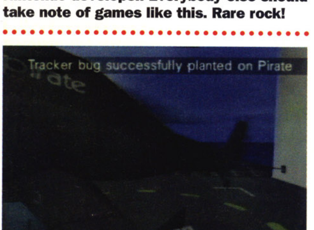


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It's the game that all N64 owners have been waiting for. *Goldeneye* can only be described as the greatest movie conversion ever!



If you have any doubt over whether to buy this game or not, take your time to look over the next four pages and with any luck, all those worries will disappear. And even if you didn't like the film, the game is still awesome. As soon as you boot up *Goldeneye* and the film style credits appear, you know that it's going to be one of those games. Then the theme music kicks in and before you know it, you'll be off buying yourself a tux and a bottle of Martini as you marvel at the wonders of James Bond. Rare have come up trumps with this title, and this will confirm them as the best third party Nintendo developer. Everybody else should take note of games like this. Rare rock!



Although this is the last objective for the Frigate stage, it's worth doing first to save a bit of time.

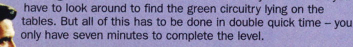
MY EYES! ZE GLASSES, ZEY DO NUSSIN!

The oil barrels that are located around the various levels may appear to provide good cover, but they are in fact incredibly hazardous to your health. Not only do they explode after a few well placed rounds causing you damage, but they kick up a big plume of smoke making it impossible to see more than a few feet in front of you. And the noise they make will alert all of the troops in the area, who come to investigate, find you and starting unloading everything they've got. Oh well, it was fun while it lasted.



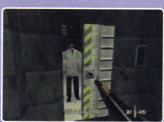


EXCITED BY CIRCUITRY?



Once you reach the missile silo stage, the tasks set before you become a little tougher. Wandering between the rocket launch sites you come across small laboratories full of scientists and guards. The scientists need to survive, so take care when dispensing the guards. Then you have to put the willies in them so they drop keycards and in one instance, a DAT code – the recovering of which is the one of the mission objectives. Next you have to look around to find the green circuitry lying on the tables. But all of this has to be done in double quick time – you only have seven minutes to complete the level.









These are the special force enemy that appear once the alarm has been triggered. They will kill you. Oh yes.





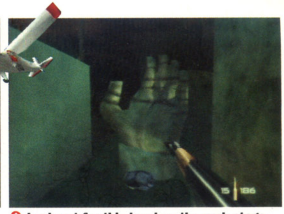




Quick quick! You have to pop the terrorist in the head before the hostage cops it! Hurry!



Enemies hide under the stairs so they can take a few shots before you spot them.



Look out for this hand on the park stage as a very handy body armour is here too.

YOU MOVE, YOU DIE!

The Frigate stage is one of the most entertaining in the game as you have to be constantly aware of your surroundings in order to complete it. Scattered around the ship are hostages who need saving from the clutches of the evil henchmen. If you enter a room with a hostage inside it, you have about three seconds to take aim and fire at the captor before he executes the helpless civilian. A couple of the hostages are situated next to bombs, so going in all guns blazing will make them detonate under the crossfire and you'll all die. Should three or more of the hostages kick the bucket, the stage is over and you have to start again. But one final point should always be in your mind. Once a hostage is released, he isn't free. He has to get to the outside of the ship first, so make sure the surrounding rooms are clear before he runs away, because the terrorists will still shoot any unfriendly patrons aboard their ship.



As James walks around the corner, a hostage with his hands up comes into view. What else is around the corner?



A swift sidestep reveals the terrorist who cops a few rounds of Mr Bond's Soviet machine gun! All clear now!



Err, not exactly! As you stroll round the corner, this guy is lurking with two DSKs to take you out! Spin round and pump him full of lead before he has the chance!



And now the hostage is released and free to go! You always have to assume there are two or more baddies protecting each other.

HINT





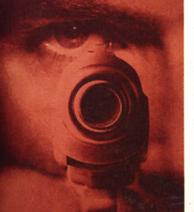
DARKNESS DESCENDS

Remember the snow level from the beginning half of the game? You'd better remember where everything is, because you'll be visiting it again. But at night. This stage will take you ages to finish, simply because the visibility is so poor. Troops come at you from all over the place, so unless you see one early you'll always take hits. The bunker that was such a hazard from the earlier level, is the ultimate goal, but the comms link between the bunker and the satellite needs to be taken out as well. We'd advise using any silenced weapons to avoid unwanted attention, and also look out from more security cameras – they have been installed at extra places around the level.













Any security camera is a pain. Shoot it immediately!

BY THE WAY...

Just a tiny little hint to avoid you ruining all your hard work. When you do eventually find the comms link on the night stage, don't go up to it and use the action button. This may sound like an obvious thing to say, but this boots up the link and the Russian general appears on screen asking "What is wrong comrade?" He then alerts the entire battalion of troops and you die!


Sniping guards through the glass muffles the sound of the blast but still kills.

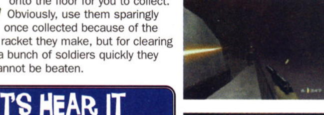

There is no time to try and aim if a guy is this close to you. Pump him full of caps!


Under the explosion are a pair of feet trying to aim at you.

PUT THE PIN BACK IN

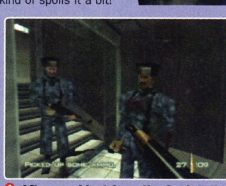


Another useful pointer is that killing certain enemies quicker reaps rewards. Many of the troops carry grenades and if you kill them as they are about to pull the pin out and throw one at you, they'll drop it onto the floor for you to collect. Obviously, use them sparingly once collected because of the racket they make, but for clearing a bunch of soldiers quickly they cannot be beaten.



LET'S HEAR IT FOR THE ENEMY

Something which deserves a mention here, is the enemy reactions to different situations. Where you shoot people obviously has an affect on the extent of the injury you cause them. Soldiers, for instance, can take a wealth of bullets to their arms, causing them to stumble for a few seconds before actually dying. One round to the head however sees them die instantly, dropping their weapon (which every dead person does). You can tell when someone is dying because their clothes become slightly bloodstained as well. Enemies also react to your actions. If someone is shooting at you while your back is turned and you spin around to face them, they'll often roll behind buildings or scenery to save themselves. This is all well and good, but then they come strolling around the corner as if nothing had happened, which kind of spoils it a bit!


After one blast from the Soviet, the chest is bloodied and the man is down.

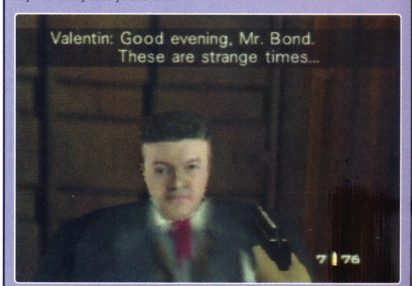

This soldier's arm is also bloodied, to indicate where you've shot him.

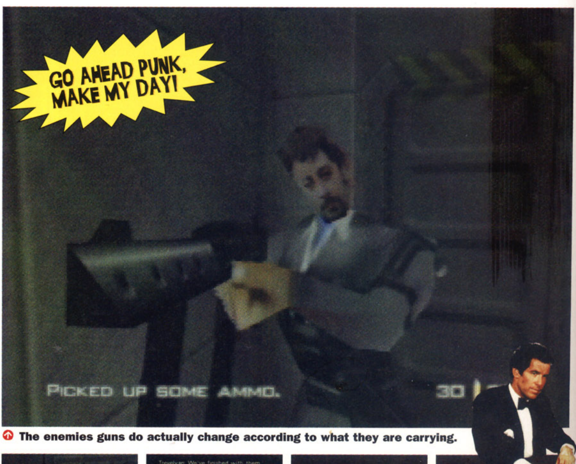




FANCY MEETING YOU HERE

Secret meetings with ex-KGB agents in St Petersburg park? Hmmm, sounds a little dodgy to us, but that is the state of affairs as you continue your quest to expose Janus. Robbie Coltrane makes his first appearance in the game as Valentin, the KGB agent who has switched allegiances and sets up the meeting between you and Janus. At first, finding him is a little more difficult than you'd imagine as he's tucked away in some form of container. The best bet is to shoot the soldiers, run to where they appear from and they eventually lead you to him.





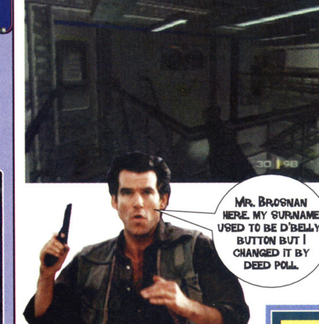
The enemies guns do actually change according to what they are carrying.



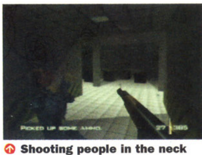

ALL THE GIZMOS AND GADGETS

In true Bond fashion, he still has all the little tricks up his sleeve. Without wanting to give too much of the game away, Bond finds his magnetic watch very useful when he meets Natalya for the first time. Not only can he attract a set of keys to open some important doors, but also nick a set of throwing knives from a guard as well. These can be picked up after every use, but are incredibly difficult to aim.





MR. BROSNAN HERE. MY SURNAME USED TO BE D'BELLY-BUTTON BUT I CHANGED IT BY DEED POLL.

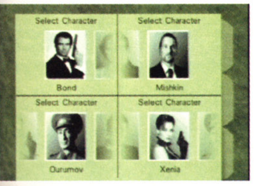



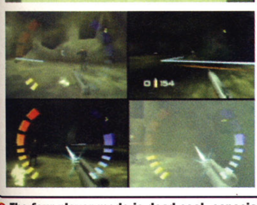
Shooting people in the neck will result in this sort of reaction. It's actually quite funny to watch.



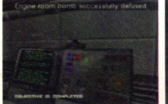

BOND IN BITCH-FIGHT SHOCKER!

Perhaps the biggest surprise about *Goldeneye*, is the four player deathmatch option! And the best thing about this, is that you have to do really well in the one-player to reap the biggest benefits. Apparently, every character in the game is playable in the deathmatch including people like Odd-Job and Jaws, and some of the backgrounds from the main game become playable once they have been completed in single player. Deathmatches can be completely customised to cater for your specific needs. You can set a time limit, number of kills, one hit kills (by using the Golden Gun) and auto aiming. Once you're in the level, it's time to use that licence to kill.




The four player mode is dead cool, especially once you have secret characters.



2ND OPINION

Goldeneye has been in development for so long that I was expecting it to be a real disappointment when it finally appeared. I was wrong. Very wrong. Even though many people will look on it as "another _Doom_ game" it's very different to play. Running along corridors with guns blazing will get you killed in seconds. Sneaking around, shooting security cameras through windows with silenced weapons, and slowly figuring out the best way to do each mission is how to do it. There are very few graphical glitches (enemy guns poking through doors is the only one you'll really notice while playing), and in some areas _Goldeneye_ looks like the best thing you've ever seen – the first time you see the level four satellite dish through the fog you'll want to kiss the TV screen! This is the game that'll convince more people they need a Nintendo 64 than anything else. And so it should.

ED LOMAS

CVG OPINION

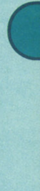
The Nintendo 64 now has three of the greatest games I've ever played – _ISS 64_, _Lylat Wars_ and now _Goldeneye_. All High Fives at the top of the pecking order. Even though I do like the James Bond movies, I wouldn't say I'm a major fan, but this game just makes me want to see them all again. The whole atmosphere is what makes this, as everything has an espionage feel to it. Sniping enemies from miles away, installing modems, taking secret pictures of enemy satellites and plans... There is no other game like this! It's graphically superb – maybe a little bland at times – but once you get involved in the missions, that is forgotten. This is the best game I have played in a long time, and one that you should all purchase immediately.

STEVE KEY





Star in your own James Bond movie with the most enthralling, atmospheric and clever game for the N64. Move over Mario, the name's Bond!





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Aliens are stealing all the Earth's babes! That really gets on Duke's nerves, so he's out to get revenge in this non-stop B-movie extravaganza!

HIGH FIVE! HIGHEST CVG RECOMMENDATION

DUKE NUKEM 3D



Last year Duke Nukem did what no-one thought possible – he took on *Quake*! Both games were released within a few months of each other, and had both spent ages in development. *Duke Nukem 3D* didn't just disappear with many games like it, instead it won many fans who preferred the one-player mode to *Quake*'s. Now, both games are coming to the Saturn from Lobotomy – the Stateside programming wonderboys. You really won't believe what they've managed to do!

THE ARMOURY

Duke has a brilliant selection of weapons available to him. He starts the game on top of a building as the aliens shoot his plane down, leaving him with only a small pistol and his size 16 combat boots. As the adventure goes on, Duke can find more powerful weapons on Earth and in the alien-infested spaceport orbiting the planet!

MIGHTY FOOT
Only use the "mighty" foot against enemies in emergencies or when you're using the steroids.

PISTOL
The pistol isn't as bad as you may think at first. It fires quickly, but needs reloading every few seconds.

SHOTGUN
Powerful when used up close, but too slow at reloading to be useful against really big enemies.

CHAINGUN CANNON
A machine gun which sprays bullets at amazing speeds. Useful in almost any situation.

SHRINKER
Most small enemies can be shrunk with a single hit from this gun. Simply stamp on the midgets!

RPG
A Rocket-Propelled-Grenade launcher which does huge damage. Don't use it when close to enemies, or you'll blow up as well.

PIPE BOMBS
Throw one on the floor, get to a safe distance and trigger it! Pipe bombs can be tricky to use, but are brilliant fun.



DEVASTATOR
An enormous weapon which fires two barrels of small missiles at once! Very damaging and easy to use against all enemies.



FREEZETHROWER
Hit an enemy enough times with this weapon to freeze them solid, then kick them to bits before they defrost!

TRIP BOMBS
Stick the unit on the wall and get out of the way quickly! If anyone breaks the red laser beam, the unit explodes!

The disco dancers open their tops and dance if Duke gives them a wad of dollars!

SUITABLE ONLY FOR PERSONS OVER 18 YEARS

The PC version of *Duke Nukem 3D* got a BBFC 18 rating, and most of the offending material is being removed for the upcoming Nintendo 64 version of the game. Sega obviously don't have a problem with the adult nature of *Duke 3D* and have allowed almost everything into the Saturn game! This means that the game will have an official rating to stop young children seeing some of these things!





The aliens are even hiding in this "interesting" magazine shop. Very reminiscent of Tom's house.



What's going on here? These small cubicles show naughty images on the screen and have toilet paper dispensers on the wall. We honestly don't understand.



Hello! There's Duke in the mirror! Behind him you can see the flying droids about to attack.



HAIL TO THE KING, BABY!

Like every action hero, Duke has a load of one-liners that he comes out with during the game. Many of them are quotes taken directly from famous action movies which he mumbles in his famous gravelly drawl. A number of new phrases have been recorded for Saturn *Duke 3D*, including Steve's favourite "I'm gonna get medieval on your asses!". Duke's so hard that he even swears occasionally, with a more offensive version of the famous phrase "Holy poo poo!".



LIGHT UP YOUR LIFE!

Lobotomy haven't just converted *Duke Nukem 3D* straight across from the PC brilliantly, they've also added amazing coloured lighting effects! Each weapon makes the walls around Duke light up, while many of them have their own light-sources. The rockets from the RPG, for example, light the surrounding area with an orange glow. All of the effects look fantastic and show how well the Saturn can do 3D effects in the hands of the right people!




Shooting the explosive barrels isn't only useful – it looks wonderful as well. Just look at that!




A trio of pictures from each of the three episodes. Damn those alien ba#†*rds!

WOAH! CHECK THIS BIT OUT! AND THIS BIT! AND THAT...

There are so many brilliant sections in *Duke Nukem 3D*'s levels that it's impossible to point them all out in the magazine. Instead, here are just a few bits of ingenious level design that stand out.



This is the set of the *Duke Nukem* movie! There's even a cardboard version of an earlier level!

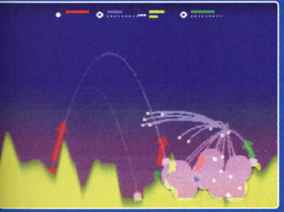


This city is half submerged in the ocean! You can swim in and around all of the buildings!

Duke starts the third level unarmed and in the electric chair! Quickly find a weapon and escape from Death Row!

PLUS! FREE GAME: DEATH TANK!

The more "hardcore" of you may remember that completing Lobotomy's hideously difficult challenge of finding all 23 team dolls in *Exhumed* gave you nothing. Even more annoying was the fact that American gamers were rewarded with a free hidden multiplayer game called *Death Tank*. Never fear! To rectify the problem, Lobotomy are including it on the *Duke Nukem 3D* disc! We're not revealing how to get it, but it shouldn't be too much of a problem. More soon.



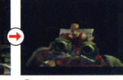
It may look like *Worms*, but *Death Tank* is all real-time! In six-player mode it's unbeatable!

CUTSCENE COMEDY!

There are a few short intermission scenes during the game, rounding off each of the three main episodes. They're not very good quality, but are strangely amusing.



As Duke reaches this enormous Overlord boss he says "I'll rip your head off and s#*t down your neck!".



Beat the boss and Duke does exactly as he promised, whistling the game's theme tune as he goes!



CVG OPINION

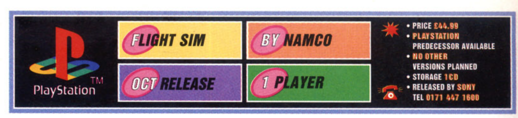
I was completely blown away by *Duke Nukem 3D* on the PC. The amount of effort and detail put into each and every one of the levels is unbelievable, and thankfully just about every little bit is included in the Saturn version! The graphics are fantastic – detailed levels which move around quickly and smoothly, plus the brilliant new lighting effects make this the best-looking console corridor game! The controls have been changed quite a bit to fit on the joypad, but mostly work well. All the original levels are included, all of which are massive with loads to do in every single room. Just about every area in the game is memorable because of the variety and detail throughout. The only bad thing is that the enemies are still pretty terrible. The aliens are all very uninteresting and get really blocky up close, though the enormous bosses make up for their problems. *Duke Nukem 3D* has always been a better one-player game than *Quake*, and it works as well on console as it ever did on the PC. The size of the game, the cheesy sense of humour (one that actually works), the non-stop high speed bloody action, the excellent levels – all go to make up the best console corridor game there is. Make sure you get it.

ED LOMAS



An amazing conversion which improves in many ways on the excellent PC game. The best game of its kind available!

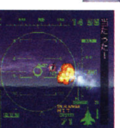




All eyes are firmly on Namco and their hugely-awaited *Tekken 3* conversion, but that hasn't distracted them from rolling out another top title in the form of *Ace Combat 2*.

ACE COMBAT 2

A*ce Combat* represents a new type of flight simulation game – an interesting, exciting one! For too long flight sims have been boring games, only suited to the PC market. One for the anoraks, while the hardcore gamers got stuck into *Tekken* and *Virtua Fighter*. Not any more. Airborne combat games have just entered the 'fun' age, and Namco are one of the people we have to thank for that. No more wading through reams and reams of meaningless stats. You pick up the pad and get straight down to the in-your-face Top Gun style action.

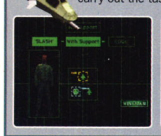






COVER MY TAIL!

Once you've beaten the first few stages, got deeper into the game and have a few decent ships stored in your hangar, the game throws at you the option of having a wingman. You can choose from a male (Slash) or female (Edge) sidekick and assign them tactics depending on the mission briefing. They can be asked to clear airspace above your main target, cover your tail or go off and attack enemy ships. Wingmen have to be paid too, so hiring one when you have little or no money is not recommended. Once you're up there, your partner becomes a very useful ally, as they do appear to carry out the tasks you set them.







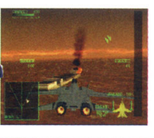
The radar takes on even more importance during night stages.





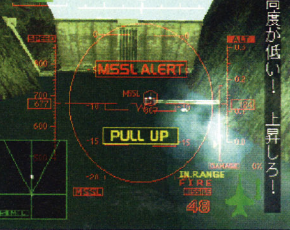
CLOSER THAN CLOSE

Killing enemies can often be a problem in *Ace Combat 2*, as you have to get within a certain range, usually under 100 feet, for your missiles to get a lock-on. Once the two targets have matched and turned red, it's time to let off a couple of missiles for ultimate destruction. The downside to that is that the enemy craft also have the same range as you, so you'll get shot to pieces if you aren't quick on the trigger finger and joypad. Upgrading your planes can give you more speed and a greater distance on the missile range, so nip into Planes-R-Us whenever you get the chance.









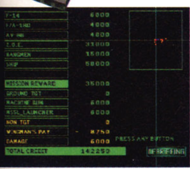
Once this message appears, it's time to panic and start flying like a maniac to avoid the missile.



There are two camera angles that can be turned on during the game, which switch to the target and show you flying past. Looks nice.

TOO FRA PAAND

The reason for getting cash once levels have been completed is so that you can buy new planes. At the end of most of the stages a new aircraft will become available for you to purchase (providing you have the dough), with the MiG 29 being your ultimate goal. You get money for completing missions, but you can also lose cash by taking damage to your plane, hiring wingmen, shooting non-targeted buildings or even crashing the craft completely. So the less care you take, the less money you end with and all the good planes are bypassed. Take a bit of care however, and you'll be humming about in an F-14 in no time.







This power plant needs destroying as one of the main objectives for later missions. It'll take several passes and missiles before crumbling.







The tower on top of the ridge is an all too easy target.

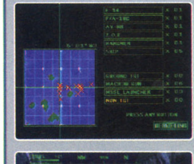


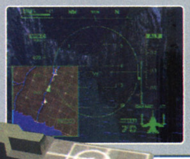
These two missiles are headed for a surfaced sub, believe it or not!

You get small messages appear once a target has been destroyed.

TAKE THE FIRST LEFT...

Having a radar in a game like this is vital to your success. The coloured dots on this game's particular radar not only show what sort of enemy are in your vicinity, but also their allegiance – friend or foe. Blue dots are your wingmen and yellow are friendly buildings that MUSTN'T be shot. White arrows signify the enemy planes and red dots are the static targets like gun turrets and buildings that must be disposed of immediately. If you get lost however, holding down square will call up a more detailed and wider version of the map, so you can look over a bigger bulk of the level. A neat little quirk appears at the end of a level too, where you get a run through of everywhere you have been and the exact places you made kills. Not important, but cool all the same.





CVG OPINION

I have to say that flight sims are the most boring type of games out there. The ones that I've had the misfortune to play had me yawning and becoming immensely frustrated within minutes. That was until I played *Ace Combat 2* however. While this may not be ground-breaking in any way, it's bloody good fun. The action comes at you from the start, and providing you have some idea of how these games work, you'll be into the tougher missions in no time. Even if you're a novice at these games, *Ace Combat* guides you in with relative ease. The missions did seem a bit too samey sometimes, but when you have to destroy the space shuttle or take on the fleet of carriers over a sunset-drenched ocean, you soon forget that. Loads of planes to find, even more missions and a perfectly pitched difficulty setting mean this is one flight sim that feels at home on a console.

S.T. COOL J HERE. ACE FIGHTER PILOT AND ALL ROUND GOOD EGG.

STEVE KEY

RATING



The boring factor has just disappeared from flight sims. Ace Combat 2 is fast paced, good fun to play and challenging. Excellent!







PLATFORM ADVENTURE	BY ARGONAUT SOFTWARE
OCT 10 RELEASE	1 PLAYER

- PRICE £TBA
- NO OTHER VERSIONS AVAILABLE
- SATURN AND PC VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY FOX INTERACTIVE TEL 01753 549442

"Making mince meat out of *Mario*" is what Fox Interactive is saying about this 3D platformer. Oogh. Minced plumber. Surely not?

CROC: LEGEND OF THE GOBBOS

When the gaming public first clapped eyes on the 3D wonders of *Mario 64* a fair proportion of them – us included – hailed it as the best video game of all time. But when you're the best there's always somebody who'll come snapping at your heels. Which is where *Croc: Legend of the Gobbos* bursts in. Creators Argonaut Software are guys who know 3D games – they designed Nintendo's SuperFX chip – so who better to have a crack at creating a *Mario 64* buster? But get this – to show that awesome 3D graphics on platform games aren't limited to Nintendo, Argonaut has designed it for your PlayStation, Saturn and PC, not the N64.

CROC'S ON THE CASE

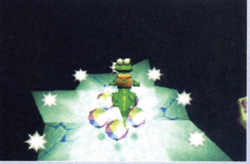
Kidnapping. It's a common crime among video game villains. Bowser. Robotnik. *Final Fight*'s Mr Big. Now there's a new kidnapper on the loose. Evil magician, Baron Dante, has hijacked the entire population of Gobbos, a species of peaceful, brown, Koosh Ball creatures, and imprisoned them on four different islands with his Dantini gremlins standing guard. Croc, an orphaned crocodile who was adopted by the Gobbos at an early age, is our hero. He has taken it upon himself to trek through over 50 different areas packed with danger and platform-based puzzles to rescue his lost brothers, and show Baron Dante the error of his ways. Let's hope there's a cell free on Kidnapper's Row, eh readers?



The polygonised intro tells the story of Croc, from Moses-like foundling to crocodilian crusader.

WHAT CROC CAN DO

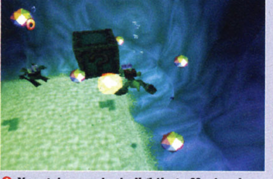
Like any 90s platform game star, Croc can do more than just jump about the place. By way of self-defence he can use the good old bum-bounce – press jump twice to bring Croc crashing down on his foes – or deliver a sound thrashing with a swish of his tail. Our reptilian chum can also climb (but only up special rock face ladders) and swing, claw over claw, on overhead netting. Like others of his species, Croc swims, but only in nice blue water, not the nasty green stuff. But he will also push crates around tracks for use as mobile platforms. Players using the new analogue pad will find they can use the left thumbstick to control Croc's speed. If you're using the regular controller you just hold the up key until he breaks into a run.



Crush your foes with this standard defence tactic – the age-old bum-bounce.



Or try the tail-spin attack, previously seen being performed by our friend Gex.



You get some tasty lighting effects when Croc's swimming.



Swinging from overhead grating. Bet you've never seen a crocodile do this, eh?



And you don't see this every day of the week, either. Go back to your jungle, Croc!



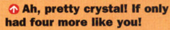
CROC'S CRYSTAL COLLECTION

Mario has his coins. Sonic has his rings. Croc has his crystals. Each level has 50 crystals in awkward places, and if Croc collects them they serve a dual purpose. If he collects enough of them he can earn an extra life and while he's carrying at least one crystal Croc can't be hurt. If he takes a hit he simply drops his crystals and gets a few seconds to recover as many as he can – just like Sonic and his rings.

RAINBOW WARRIOR

As well as the regular crystals, every level contains five rainbow crystals. If Croc collects all five he can leave through a rainbow door leading to a short bonus section that differs from level to level. Sometimes it's just an obstacle course that leads to the final Gobbo or you may get a sub-game that can score some handy extra lives.





Ah, pretty crystal! If only I had four more like you!



But I have! See how they open the rainbow door!



Who knows what riches lie in the rainbow zone?

KEY ISSUES

Each level in *Croc* is set in four or five rooms, and the objective is to rescue all six Gobbos imprisoned therein and find the gong that summons Beanie, the Bird Of Transport-To-The-Next-Level. But the way from one room to another is often blocked by a locked door, so finding keys is a constant problem. It's not just doors that need keys, either. Sometimes you come across a Gobbo in a cage, who can only be released by finding the correct key. You can even find cages containing buttons that activate lifts or floating platforms to get you to otherwise unreachable objects.



Yes. A key.



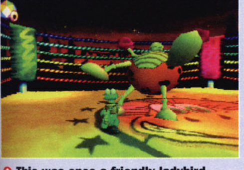
Yes. A door. They were made for each other.

DANTINI ON THE ROCKS

As he moves from level to level, Croc is constantly harassed by Baron Dante's Dantinis, sniggering gremlins that chase him, throw snowballs or shoot fireballs at our boy. They're annoying but not too difficult to deal with. More tricky are the bosses that Croc has to face every few levels, when Dante appears and transforms some hapless beast into a rampaging but often confused monstrosity. A lot of the bosses work in the same way; they attack, then rest for a moment, during which time they're vulnerable to a tail-whip from Croc. But some of them are a bit more cunning such as the Yeti that splits into smaller yetis whenever Croc scores a hit.



A diabolical Dantini. They must all pay.



This was once a friendly ladybird. Now it's angry.

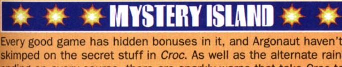


An unpleasant Yeti, formed of four bewitched goats.

CVG OPINION

Fox is trying to suggest that *Croc* is the PlayStation's *Mario 64*, but anyone who has played both games for more than ten minutes will tell you that the comparison doesn't do *Croc* any favours. Unlike *Mario*, which had all the power of Miyamoto's imagination on its side, *Croc* really isn't much more than an old-fashioned platformer that uses all the familiar cliches – the ice/lava/desert levels, jumping on enemies to destroy them, etc. It sets level after level of tasks like collecting crystals, finding keys, opening doors, shoving blocks and catching lifts. It's all the usual platform game 'malarkey' that we've seen a hundred times before. Admittedly, PlayStation owners haven't seen it in quite this form, and you have to give Argonaut credit for the detail in the 3D environment which looks excellent (like other 3D platform games, *Croc* occasionally suffers from the 'Where-Exactly-Am-I-Jumping' problem). Technically it's a very accomplished game, and it does give the player plenty to do. Just don't go expecting anything genuinely ground-breaking.

PAUL GLANCEY



MYSTERY ISLAND

Every good game has hidden bonuses in it, and Argonaut haven't skimped on the secret stuff in *Croc*. As well as the alternate rainbow ending on every course, there are sparkly warps that take Croc to rooms full of extra lives. Also, by collecting your full quota of Gobbos in the levels defended by a boss, and then defeating that boss, you gain access to a secret stage. There are eight of these in the game, all containing a magic jigsaw piece. Collect all the jigsaw pieces and lo, a whole new secret island appears on the map!





The sparkling warps take you to rooms full of hearts. Each one grants an extra life, so get as many as possible!

RATING









A decent enough platformer with an accomplished 3D twist. But "Mario on the PlayStation"? No way.



PC CD ROM	EXPLORATION	BY VORTEX/ DIGITAL EVOLUTION	• PRICE £19.99 • HYBRID POWER MAC VERSIONS AVAILABLE • NO OTHER VERSIONS PLANNED • STORAGE 1CD • RELEASED BY FOX INTERACTIVE • TEL 01753 549 442
	SEPT 26 RELEASE	1 PLAYER	

Your worst nightmare – the Simpsons have bust out of the confines of TV and into the third dimension in a 'Sim Simpsons' game.

THE SIMPSONS: VIRTUAL SPRINGFIELD

Own up weirdo! If you want to lift the duvet on Homer and Marge and sniff the dustbins behind Mo's Tavern, *The Simpsons: Virtual Springfield* is right up your boulevard. It's not a "game" as such, but more of an adventure. What you get here is a detailed 3D recreation of Springfield which you can explore, cruising the scenery and meeting the characters that appear in the show. Have a beer with Barney in Moe's Tavern, hack into Principal Skinner's computer at Springfield Elementary and chow down with the family at the old Simpson house. The whole thing is packed with new animation and an original script, voiced by the stars of the show themselves.



Laughs a-plenty as Apu defends the Kwik-E-Mart from local thugs in Apoom.

TROY'S TROUSER TROUBLE

Virtual Springfield is clearly designed to appeal to utterly mental Simpsons fans, and most of the entertainment power is generated simply by surrounding the player with objects which refer back to particular episodes. There are dozens of these at every turn, many in the form of books, videos and picture albums which recall great moments from the show, as well as stuff that has never been shown – Troy McClure leaving the Springfield Aquarium with his trousers undone, for example.



Throughout the game there are references to Homer's one-hit Barber Shop quartet, The Be Sharps.



Just what is the story with Maggie and her arch-nemesis, Baby With One Eye-Brow?



VIRTUAL MAP

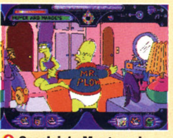
Your link to Springfield is the Really Virtual View-Thingy, a mouse-driven interface that lets you navigate around town and interact with whatever you find. Unfortunately, you're limited to the city streets and locations marked on the town map, but seeing as these constitute almost all the places seen in the show, that's not a big problem. Use the map to find your way around the landmarks, then once you're inside cast your cursor about in search of hot-spots. A click of the mouse is all it takes to start an animation, pick up an object or open the way to somewhere new.



The map shows where you are in relation to everything else. Obviously.



Urrrp! Come to Mo's Tavern, where the atmosphere is smelly.



Sneak into Marge and Homer's bedroom to catch them in an unguarded moment...

CVG OPINION

***Virtual Springfield* is something that hardcore Simpsons fans will really enjoy. There's more fun to be had spotting the references and in-jokes than taking part in the quest, and the fact that it's actually also pretty funny – and I mean funny by Simpsons standards – comes as a major surprise. If you're going to get the jokes you'll need to have followed the show from the start through to the latest series. If your only Simpsons experience comes from watching the ancient episodes the BBC have been screening lately you might as well not bother. That is, unless you want to buy all the more recent episodes on video as well. Which, come to think of it, isn't a bad idea.**

PAUL GLANCEY

THE SPRINGFIELD QUEST

You can just wallow in the memories if you like, but there are some genuine, if minor, game elements to *Virtual Springfield*. You can embark on the quest for 74 Simpsons trading cards hidden around town. To find them all, you need to solve simple puzzles of the 'find object A to get into location B' type. They're nothing fancy but the quest does give you the impetus to keep exploring. Elsewhere, there are a number of mini arcade games, which give you the opportunity to throw darts at a poster of Sideshow Bob or play Larry The Looter in the Noizeland Arcade. Again, simple stuff, but these games make entertaining asides.



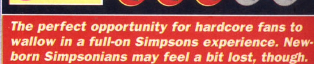
This map found in Lisa's drawer eventually leads to...



... A Krusty the Clown trading card. Ooh. A rare one.







RATING

The perfect opportunity for hardcore fans to wallow in a full-on Simpsons experience. Newborn Simpsonians may feel a bit lost, though.



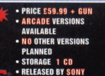










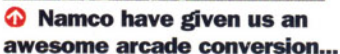



- PRICE £59.99 + GUN
- ARCADE VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY SONY TEL 0171 447 1600

Time's up! The PlayStation's ultimate gun game is set for imminent UK release. If you haven't saved up for it yet, read on to find out what you're gonna miss...



Namco are more than just developers of PlayStation games, they are the übercreators of PlayStation games! With the likes of *Rage Racer* and *Tekken 2*, their arcade conversions go beyond A-list games, to rate as the very benchmark titles on Sony's console. And with *Time Crisis* they've exceeded even their own previous efforts. This is the arcade game and a whole new original mode, PLUS a modified replica of the coin-op gun. Of course, regular readers know all this from our hands-on look at the import version in our September issue. Back then we promised a follow-up interview with the Namco team behind the game. However, suffering our own time crisis, the interview missed our deadline. And now zero-hour is already upon us – the UK version is ready! So, rather than repeating ourselves in this review, we're bringing you the inside story from its makers – their thoughts on the conversion, the workings of the gun, the tactics of the original mode, plus of course, OUR verdict!



Namco have given us an awesome arcade conversion...


..an innovative and brilliant extra gun game...


...and the best light gun on PlayStation. Excelsior!



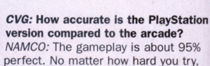
PlayStation may be equivalent to Namco's System 11 coin-op, but here they're near matching System 22!

TIME CRISIS: THE ARCADE CONVERSION

The chance to own a near spot-on conversion of Namco's smash-hit £8,000 coin-op – all for only sixty quid. That's what you get from PlayStation *Time Crisis*. Taking fifteen months for a 20-person team to develop, the Arcade Mode pushes the PlayStation hardware more than any other Namco conversion.

***CVG:* Did any of the arcade *Time Crisis* team work on the PlayStation conversion?**
NAMCO: The arcade team gave us the Time Crisis game data and we discussed the project with them. However, they didn't assist directly in the development of the Playstation version.

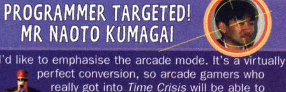
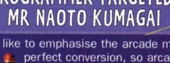
***CVG:* What difficulties did you encounter converting *Time Crisis* from the System 22 coin-op to the PlayStation?**
NAMCO: First there was the speed. The CPU processing speed is overwhelmingly different between these two systems. Secondly, the arcade machine has incredible power to display a large number of polygons beautifully. To convert that, unchanged, to the Playstation would have made it so slow as to crawl along. So, we had to reduce the number of polygons and drop the frame rate from 60 per second to 30.



***CVG:* How accurate is the PlayStation version compared to the arcade?**
NAMCO: The gameplay is about 95% perfect. No matter how hard you try, it's not possible to make the Playstation exactly the same as the arcade. The number of enemies appearing at any one time have been reduced by delaying their appearance until the on-screen enemy count lowers. Only someone who played the arcade version a lot would notice. Datawise it's almost identical.

***CVG:* Did you create any new programming tools to help with the conversion?**
NAMCO: Yes, a lot of them. To generate the high speed polygon graphics drawing engine for the original *Time Crisis*, the arcade development team created a completely new *Time Crisis* polygon format. To recreate this on the Playstation we had to make a lot of tools. Some were created before the development started, while the others were created as and when they were needed.

PROGRAMMER TARGETED! MR NAOTO KUMAGAI

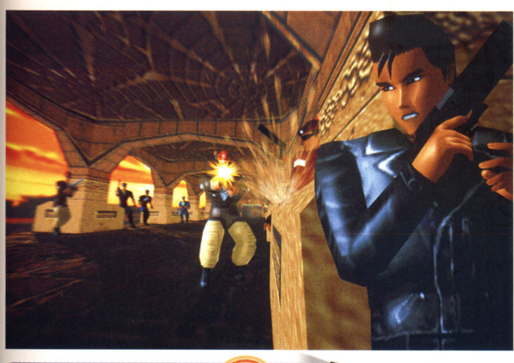



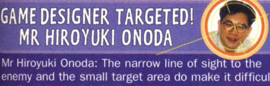
I'd like to emphasise the arcade mode. It's a virtually perfect conversion, so arcade gamers who really got into *Time Crisis* will be able to make full use of all those techniques you learnt before, and enjoy playing it again with the full knowledge that this Playstation edition is an identical conversion!





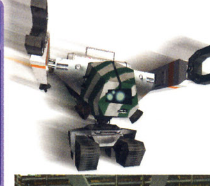




GAME DESIGNER TARGETED! MR HIROYUKI ONODA

Mr Hiroyuki Onoda: The narrow line of sight to the enemy and the small target area do make it difficult to shoot accurately in the beginning. However, you'll get used to this and before long you'll be able to shoot them bang! bang! bang!, just like that. You'll be able to take them out with just one bullet! Your time will get better because your marksmanship will improve. And because of this the excitement you get from playing *Time Crisis* will increase!



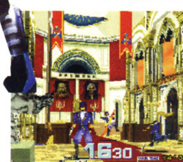








The scenery plays a part too. Don't miss that door.











All the arcade attract sequences are in there!



Three levels, and at the end of each – a tough boss!



The final level features a moving machine room!

INSIDE THE NAMCO GUN!



Otherwise known as the GunCon and soon to be known as the G-Con 45 over here. Cloned from the coin-op pistol, it not only adds that vital 'arcade feel' to *Time Crisis*, but provides the PlayStation with a super-accurate weapon to match Sega's Virtua Gun. Questions have arisen over how it works though, and why it needs an extra lead going into the back of your PlayStation...

***CVG:* Why does the GunCon need that extra cable?**
NAMCO: With the arcade version, it's always the same machine being used in the same kind of game centre. The environment is always pretty much the same and it's easy for us to read the screen because the light is locked in, so to speak. With the home version, the TV's size and location – large or small screen, bright or dark place – is always different, so there's the danger the gun wouldn't accurately read the screen. To prevent this problem we use the actual video signal from the Playstation.

***CVG:* When did you realise it was necessary to use this cable?**
NAMCO: First we tried using the gun without the cable. During tests we found it wasn't possible to keep the gun-sight stable enough. In *Time Crisis* it's often necessary to shoot distant enemies in the head in order to progress quickly. With this poor accuracy you'd be unable to play properly. To improve the accuracy we decided to use the cable. All the technology for implemen\ting this was already available from the arcade division, so we had no difficulty incorporating it into the gun.

***CVG:* How do you think the GunCon compares with other Playstation and Saturn guns?**
NAMCO: Because we use the direct video signal from the back of the Playstation there's a major improvement in the accuracy of the gun. It's the best of all the Playstation guns available! The Sega Saturn uses a different system so we can't make a comparison.

***CVG:* We've found the gun to be almost 'too' accurate. The bullets seem to have a very small 'hit area' making the game quite hard. Are you likely to make the hit area bigger for the foreign versions?**
NAMCO: We couldn't make the hit area any bigger as it would change the nature of the game. We'd have to readjust the entire gameplay as the balance would be lost. Technically we can change the size of the hit area, however there's the danger the area could encompass two or more enemies. In the case where one enemy is behind another and you wanted to shoot the one behind, if the hit area was too large it could overlap the enemy in front as well. The computer wouldn't know which one you intended to shoot at! You'd lose the precision and the player would have the feeling he was relying on a rather crude system. However, if you buy a bigger TV your accuracy will improve. (laughs).



BEYOND THE COIN-OP: !?! PLAYSTATION MODE! !?!

As an arcade conversion, PlayStation *Time Crisis* is a near-perfect masterpiece. Incredibly though, it also includes a eight-level original mode that's even better! Taking up half the development time and ten extra staff, it pits hero Richard Miller against another enemy fortress, bigger, badder foes, and a new multi-path play-system!





On the new mode's Stage One you have to get that lift to the casino.





But first you have to deal with those stinking punks!



Too slow, the door's shut. Now you have to take the stairs to the gallery.

CHECKING INTO THE LAKESIDE HOTEL



You start outside the hotel...



...moving into the main lobby.



There's even a parking lot...



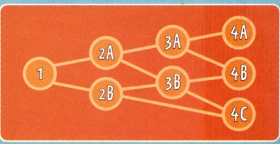
And a ninja-filled crane room (?)

***CVG:* Why choose a hotel as the setting for the PlayStation Mode?**
NAMCO: Well, the arcade mode is set in an old castle isn't it? So our first thoughts were to have a completely different location. A building full of things is much better than an outdoor setting. Certainly, being indoors has a more tense atmosphere. Anyway, during our discussions the idea for a hotel came up and that's what we chose. Of course, an ordinary hotel would be full of only bedrooms, so we created a fictious hotel with lots of interesting features. We progressed from this basic concept.

***CVG:* What reference materials did you use to design the hotel?**
NAMCO: We visited a lot of hotels close to Tokyo, took photographs and collected pamphlets. These were used for the normal hotel sections. We also visited places not connected to hotels, for example factories, and took photographs there as well. We didn't just copy these places, we created our own original locations by taking elements from our different materials and arranging them together.

FREE TO WANDER

***CVG:*Where did you get the idea for the multi-route system?**
NAMCO: We wanted to emphasise the enjoyment of being able to play it again and again, but each time you can experience different excitement. We considered the inclusion of the route system from fairly early on in development. Without this system to distinguish it from the arcade mode, *Time Crisis* would have become just another PlayStation conversion plus alpha. We wanted to give it a new aspect.



***CVG:* How is the multi-route system structured?**
NAMCO: There are eight areas in the hotel, Depending on the path taken, you must go through three or four of these areas to finish the game once. Usually it's four but there's one route with only three areas in it.









***CVG:* How did you go about planning the multi-route system of the hotel stages?**
NAMCO: Your route through the hotel changes depending on the time it takes you to defeat the enemies and clear the stages. From the bottom to the top there are a lot of routes, both easy and difficult. We thought about each separate area, and the designers considered what would be best to make the routes as interesting as possible. When combining them to construct the hotel, we checked that the graphics were consistent with each other, to make sure they fitted together perfectly. It was a tough job.

GRAPHICS CHIEF TARGETED! MR KOICHIRO MAEDA

From the visual side, I'd like to say something about the special mode. With the multi-route system, the way of progressing through the game and the viewing angle are different. This means you can see the same place in different ways, allowing you to enjoy a different kind of atmosphere for each place each time you play. The atmosphere of the special mode has a lively taste to it with constant action all around you.

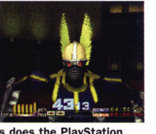
Between each stage you can see your route progress.


Are you going to head up to the rooftop swimming pool?


Or perhaps play craps at the exclusive hotel casino?


Or maybe even shop for baubles at the jewellery store?

HUGE HOTEL STAFF!

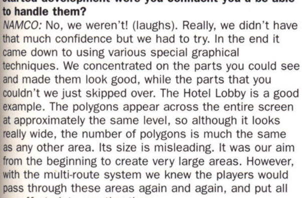
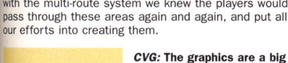
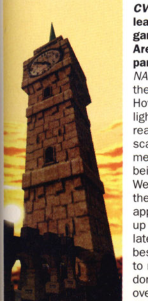
CVG: What other new features does the PlayStation Mode have that aren't in the Arcade Mode?
NAMCO: There's a wider variety of bosses. In the arcade version it's always people who appear and all the bosses are just people. However, in the special mode there are also mechanoid robots as well. This is a little different and offers new challenges to the players.



GRAPHICAL OVERLOAD!




CVG: Some of the hotel areas are very huge. When you started development were you confident you'd be able to handle them?
NAMCO: No, we weren't! (laughs). Really, we didn't have that much confidence but we had to try. In the end it came down to using various special graphical techniques. We concentrated on the parts you could see and made them look good, while the parts that you couldn't we just skipped over. The Hotel Lobby is a good example. The polygons appear across the entire screen at approximately the same level, so although it looks really wide, the number of polygons is much the same as any other area. Its size is misleading. It was our aim from the beginning to create very large areas. However, with the multi-route system we knew the players would pass through these areas again and again, and put all our efforts into creating them.

CVG: The graphics are a big leap forward for this type of game on the PlayStation. Are there any aspects you're particularly pleased about?
NAMCO: The way we applied the shading is very elaborate. However, just because the lighting effects are very realistic with the light being scattered around, it doesn't mean the rays of light are being calculated in real time. We just applied the colour to the polygons one by one so it appears that they are being lit up or in the shadows. To calculate it all in real-time would be best, but we've done our best to make it look like it's been done in real time and the overall effect is very impressive. We're proud of this.

PEDAL POWER!

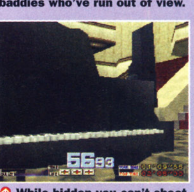

Ducking plays a crucial role in hiding and reloading.



The pedal is the unique control device that makes arcade *Time Crisis* special from any other gun game – allowing you to duck out of danger! It's missing from the PS version though, so in issue #190 we weighed up the alternatives, spanning the gun's 'action' button, a steering wheel pedal, and your foot on the second joypad. The last rated the best, nearly matching the coin-op in our opinion, however the game's creators have a different opinion...

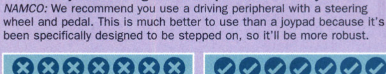

As you duck you can shoot baddies who've run out of view.

CVG: How important is the concept of hiding in *Time Crisis*?
NAMCO: It's a fairly basic concept. In typical detective dramas and movies, the hero is always waiting for his chance to move against the enemy. Hiding in safety then taking a risk to appear and face the danger. This is the unique excitement of Time Crisis!


While hidden you can't shoot or see the moving baddies.

CVG: Do you think that even without the pedal, *Time Crisis* still retains its original appeal?
NAMCO: It's true that without being able to press down on the pedal, *Time Crisis* isn't quite the same. However, the basic concept of hiding hasn't been lost, so it's not as if *Time Crisis* is no good without the pedal. Using the GunCon (for ducking) as opposed to the pedal, enables us to reduce the price.

CVG: We've heard you don't recommend stepping on a joypad plugged into port 2? We think it's the best way to play! What do you think is the best way of simulating the arcade pedal with the Playstation?
NAMCO: We recommend you use a driving peripheral with a steering wheel and pedal. This is much better to use than a joypad because it's been specifically designed to be stepped on, so it'll be more robust.





We recommend tapping a joypad (gently) with your toe. It's cheap and super-responsive.


Namco recommend a steering wheel pedal. But we found the analogue response too slow.

THE CUTTING ROOM FLOOR!


The rooms are big, but Namco wanted bigger!



We've seen cars, Namco planned a new boat chase!



Neat explosion. Namco had a bigger one in mind!

CVG: Were there any hotel levels left out of the final game because they were too ambitious?

NAMCO: Yes, there were three main areas it wasn't possible for us to include in the final game – the outdoor restaurant, the missile room explosion and the boat race. After seeing the plans for the outdoor restaurant, we tried constructing one section of it. At this point we realised that because of its size and the detail of the polygons, it would take too long to complete and we probably weren't able to finish it in time. In the missile room there are three tanks. Originally, we thought of having a missile explode blowing Richard Miller out the top of the hotel, to crash land somewhere and continue from a different route. However, it wasn't practical to achieve.

With the boat chase, the lakeside hotel had several boats. The enemy boarded one of them and Richard had to race after him. Looking at the rough plans, there were clearly many difficulties such as reproducing the waves and keeping the boat race in a single screen area. It was a completely different concept from the other hotel areas. We have the techniques to do these features, but if you go outside, the number of objects to hide behind is reduced considerably. In this case, being out in such a wide open area there'd be loads of enemies as well, so we decided to keep all the battles indoors.




Shoot the red guy first. They're deadly!

Too late! He bullseyed you in under a second!

TIPS FROM THE GAME CREATORS!

During our interview, the developers imparted some valuable tips. Here are their words.

RELOADING



"You don't need to shoot outside the screen like *Virtua Cop*. Just press the button and you can just keep shooting. We're surprised by the number of people who don't realise this."

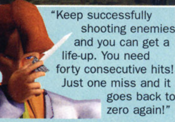
SHOOTING BY COLOURS





"Be aware of the enemy's colour. There are three types – red, blue and yellow. Generally speaking the blue enemies' bullets always miss, so concentrate on the red enemies. Among the red, the light brown enemies are especially accurate with a high hit rate – maybe 100% – so if you see a red enemy shoot them first! The red enemies also carry the special weapons, like the bazooka. Next in order, shoot the blue. This applies to both arcade and special mode. If you shoot the yellow enemies you basically get a time bonus of a few seconds. There are also other enemies along the way in the far background. They're difficult to hit, but if you get them there's a two second time bonus."

ACCURACY REWARD

"Keep successfully shooting enemies and you can get a life-up. You need forty consecutive hits! Just one miss and it goes back to zero again!"

GO FOR THE HEAD!



"Depending on where you hit the enemy their death pose is different. Shoot them in the leg or arm and they go "aarrgghhh" and die slowly. But hit their head AND they die quickly. Once again, it's another way to save time, which is the key element!"

RAPID JUGGLING

"You can shoot some enemies up to three times, then they die. Hit them three successive times quickly, and their 'hit' animation gets shorter so you can defeat them quicker and proceed ahead faster. Don't shoot, wait, and then shoot!"




CVG: Can you tell us about any other special shooting hints or tactics?

NAMCO: In the special mode there's a robot. If you concentrate your fire on the central lens area the damage it takes is increased greatly, if you are accurate enough to hit it. The same goes for the V-TOL plane engine – look for the red light.

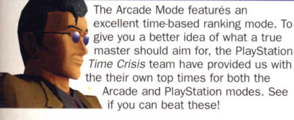
CVG: What other special features can players expect to see in *Time Crisis* if they finish the game?

NAMCO: There are no new bosses or extra stages, but reach the final boss and survive and you can see the best ending which has the staff roll and some special pictures with it.






TIME ATTACK!

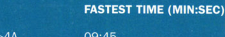


The Arcade Mode features an excellent time-based ranking mode. To give you a better idea of what a true master should aim for, the PlayStation *Time Crisis* team have provided us with the their own top times for both the Arcade and PlayStation modes. See if you can beat these!





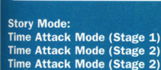




PLAYSTATION MODE

ROUTE	FASTEST TIME (MIN:SEC)
1->2A->3A->4A	09:45
1->2A->3A->4B	10:10
1->2A->3B->4B	10:00
1->2A->3B->4C	10:25
1->2B->3B->4B	09:25
1->2B->3B->4C	09:40
1->2B——>4C	07:30

The simplest route takes 7min 30sec and the most challenging route takes 10min 25sec.
The average player will take about one minute more to finish each route.



ARCADE MODE

Story Mode:	14:00
Time Attack Mode (Stage 1)	03:04
Time Attack Mode (Stage 2)	03:52
Time Attack Mode (Stage 2)	05:16

The average player would take about one minute more to finish each stage/mode.



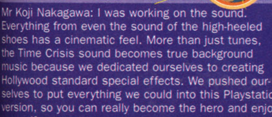
There are loads of time-saving techniques.



Explosive crates are one such top tactic!



SOUND CHIEF TARGETED! MR KOJI NAKAGAWA



Mr Koji Nakagawa: I was working on the sound. Everything from even the sound of the high-heeled shoes has a cinematic feel. More than just tunes, the Time Crisis sound becomes true background music because we dedicated ourselves to creating Hollywood standard special effects. We pushed ourselves to put everything we could into this Playstation version, so you can really become the hero and enjoy yourself.

SONIC BOOM!

***CVG:* Are there any sound advancements *Time Crisis* has over previous Playstation games?**
NAMCO: For the composition of the tunes we used a full-size, fully-synthesised orchestra. All of the elements of a real orchestra such as violin one, violin two etc were all mixed together in a recording studio, but with over 50 synthesised musical instruments we had to work very hard. Adjusting all their different speeds was fairly difficult.

***CVG:* Are all the soundtracks for the PlayStation Mode new?**
NAMCO: Yes, they are all new tracks except for the initial entry through the hotel's front entrance which is taken from the original *Time Crisis* soundtrack. This way you get the feeling the music is flowing little by little from the original tunes to the new tunes.

***CVG:* How easy was it to include all the sound effects? Did it consume a lot of internal memory?**
NAMCO: There were a lot of sound effects, over 300 of them. To include them all took up a lot of space. For example, the footsteps you hear as you walk into the entrance lobby are different from the ones you hear later when you're in front of the elevator, because there's a carpet on the floor! Listen carefully and you can hear the difference. Of the 15 months spent on the overall game development, sound took about ten months of that.



2ND OPINION

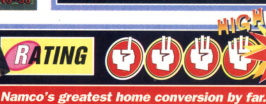
Absolutely awesome! That is the only way to describe *Time Crisis*. The arcade rocked, and it's virtually a perfect conversion, but to have a batch of extra levels as well is gamer's heaven! The look and feel of the arcade version is captured perfectly and if you set up the foot pedal so you use your feet to reload, it works even better! I can only go on for so long about how good this is, and even though it may seem expensive, the GunCon is the best light gun on the market, so it's well worth buying it. It's a perfect Christmas present and even your Grandad will be sitting in his rocking chair blasting away at this. *Time Crisis* really is a gun game at the very top of the pecking order!

STEVE KEY

CVG OPINION

I remember once saying I'd get a PlayStation if they brought out two games – *Time Crisis* and *Dirt Dash*. My PlayStation arrived long ago, but now finally half my wish list is here! *Time Crisis* even beat my long time favourite game *Virtua Cop* in the arcades, and the PS conversion near enough matches it. The System 22 graphics (while slightly down-scaled) have been superbly reproduced and the razor-sharp gameplay remains undiminished. And with the PlayStation and Ranking modes it's a hugely addictive home game. Plus, Namco have finally given the PlayStation the official light gun it deserves. I do have a few gripes – the small shot area makes the game hard to begin with, I wish the gun had kick-back, and the UK version is slightly slower (giving Saturn *V Cop* the edge as the best UK home gun game). But these factors cannot stop this game being a High Five. And the fun is set to continue with the upcoming *Gun Bullet*. Now I'm just waiting for *Dirt Dash*!

TOM GUISE



Namco's greatest home conversion by far. A top gun game with an even better PlayStation-only mode, and a perfectly-tuned light gun. Bullseye!





PlayStation

3D FIGHTING GAME | BY ARIKA | OCT RELEASE | 1-2 PLAYERS

- PRICE £44.99
- ARCADE VERSION AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1CD
- PUBLISHED BY VIRGIN TEL 0171 368 2255

It may seem to be the odd one out of the *Street Fighter* series, but three-dimensional *EX* is actually one of the best! Want some reasons?

STREET FIGHTER EX plus α

Turning the classic 2D *Street Fighter* gameplay into 3D is something that had many people worried. Capcom avoided it themselves, even though many people wanted them to try it out. In the end it took members of the original *Street Fighter 2* team who broke away to form Arika to add a new dimension to the series. Retaining the feel of the original certainly wasn't easy, but they managed it – and picked up a load of fans on the way. To attract even more, they've done far more than just convert the arcade game to the PlayStation – starting with two exclusive characters!

ALL CHANGE!

While many of the characters in *Street Fighter EX Plus Alpha* have been in *Street Fighter* games before, they've had a few changes made to their famous old moves. For a start Ken, Ryu and Akuma's Hurricane Kicks ("Tatsumakisenpuu-kyaku" to the pedantic fans out there) are different. Each spin in the move has to be done manually with the old motion (quarter-circle roll away then kick). It makes the move harder to use in quick combos, but allows more room for customisation. The criss-crossing *Street Fighter* timeline means that Chun Li is wearing her original costume and has her old Spinning Bird Kick back. On top of her normal moves, Sakura has been given an excellent new "Firecracker" move which hits loads of times if done properly!



Sakura is one of the best-looking fighters in *EX*.



It takes a while to get used to the new specials.



Chun Li's Spinning Bird Kick is easier to do now.

THE SUPER COMBO GAUGE

The Super Combo Gauge has become an essential part of any *Street Fighter* game now, and *SFEXPA* adds some excellent new advanced ways to use it:





The close-up angles in the replays show how detailed and solid the fighters are. It looks *EX*-cellent!

1. SUPER COMBOS

The same as ever. Each character has between one and three different attacks which can be performed when they have enough Super Combo power. By performing the move with more than one button, more Super Combo power can be used to make a more damaging attack. It's all basic stuff really.





Finish a round with a level three Super Combo and the Earth explodes behind you! Cribbins!



PlayStation

NEW

2. GUARD BREAK

Pressing any two attack buttons of the same strength lets you do a Guard Break, using one block of the Super Combo Gauge. The screen dims slightly and your fighter does a glowing unblockable strike which will stun anyone it hits for up to a second. Putting it on the end of combos lets you link moves together, and it's also excellent for bashing enemies who are just getting off the floor!

3. SUPER CANCELLING

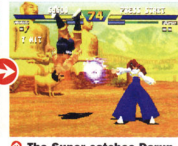
Like *Street Fighter 3*, *SFEXPA* lets you Super Cancel – a technique allowing you to link specials and supers into one move with a two-in-one. It sounds complicated but isn't really – just perform a special move and quickly do a Super Combo. The special move should cancel out just after hitting and go straight into the Super Combo! Even better, and unlike *Street Fighter 3*, is that you can cancel one Super Combo straight into another, letting you link three mega-powerful moves into one amazing combo! A technique well worth mastering.



Already five hits into the combo, Hokuto cancels...



...and charges her Super Combo attack instantly.



The Super catches Darun as he falls through the air!

BECOME AN EXPERT FIGHTER!

Street Fighter Alpha gave everyone the chance to practice their fighting technique against a stationary dummy character. *SFEX-PA* goes many times better with the brilliant Expert practice mode. Once you've trained yourself up and want a challenge, try this out! Each character has 15 combo challenges which must be performed perfectly, starting with a simple 'Fireball' and eventually reaching ridiculous levels with combos like "Jumping Fierce, crouching Fierce, triple fireball, Super Fireball, Super Dragon, Super Air Fireball"! It's amazing how much your *Street Fighter* ability can increase in this mode.







WIKKID BONUS GAME!

THE BARREL GAME RETURNS!

As you work through the Expert practice mode, coloured squares fill up with each successful combo. A bar on the right of the screen increases as you go, indicating the hidden fighters you've collected on the way. Eventually you'll notice a barrel, but it takes one hell of a lot of work to fill up – but complete every single combo and you'll be rewarded with the fantastic barrel bonus game from *Street Fighter 2*! Giant barrels roll along shelves above your fighter and drop down waiting to be smashed before rolling off. Your challenge is to destroy as many as possible without letting any get away! It's certainly worth mastering your combos just to get the barrel game!





2ND OPINION

***Street Fighter 2* was the true disease of my youth, having spent almost all my dinner money and lunch times in the local arcade trying to raise my highest score just that little bit higher. And *SFEXPA* takes me back to that golden era of *Street Fighter*. While the *Alpha* series had the uncontrolled destruction feel of Capcom's *Marvel* games and tempted the player to attack constantly, *SFEX* brings back the controlled attacks and patience factor of the original *SF2*. This adds a lot to the tension and atmosphere. Once you've learned the timing of Super Cancelling (and it's not as difficult as it sounds), making Level 3 20+ hit combos will become frequent and you'll be coming back for more! Give *EX* a real chance and before you know it, you'll be hooked! YOU NEED THIS GAME NOW!**

JAS HUNTER

CVG OPINION

Before playing *Street Fighter EX* in the arcades, pictures of it would make me feel sick. Most of the characters look crap in still shots, especially Zangief with his big square box-head. But it only takes one credit to find that Arika have done Capcom a big favour. Those of you who are used to *SF* games will find that a lot of the moves have different timing, but *EX* allows for combos you've always wished for. Being able to link Super Combos gives plenty of scope for mastering the game, while it's also the most accessible *Street Fighter* yet. The new characters initially seem as though they're not up to the standard of Ryu, Dhalsim, Chun Li and the rest, but start to grow on you before long – especially Skullo. Personally, I prefer *Street Fighter Alpha 2* to *EX* but there are many who feel differently. If you've ever enjoyed a *Street Fighter* game before, you'll love *EX* as it gives you a chance to learn loads of new techniques while still having some kind of competence from the start. And if you're someone who only plays 3D games, this is your entry into the phenomenon that is *Street Fighter*. Skullo-crushaaaah!

ED LOMAS





Another classic addition to the Street Fighter family. The biggest change for five years, and it's one that works. Awesomely awesome!

REVIEW





PLATFORM | BY KONAMI | OCT RELEASE | 1 PLAYER



- PRICE £44.99
- NES,SNES,MEGA DRIVE PREDECESSORS AVAILABLE
- N64 VARIATION PLANNED
- STORAGE 1 CD
- RELEASED BY KONAMI TEL 01895 853000

The children of the night are alive and well, plus the fanged one himself. Journey back to 1792 and the Transylvanian Countryside of Romania, for the brilliance that is…



Castlevania SYMPHONY OF THE NIGHT

If only he'd used a wooden stake! At the end of *Castlevania IV* the latest in a long line of Belmonts whipped Dracula to death. We all know what that means. Only the wooden stake could have done the job for good, and Dracula must still be alive!

It's taken a while, but Dracula has definitely risen from the grave. Last year Konami breathed new life into their old classic *Track and Field*, and this year they've gone for the jugular with the first 32-bit incarnation of the legendary platformer *Castlevania.* The finished game is bigger, better and badder than ever before. Turn the lights down low, turn the music up and prepare for some sleepless winter nights.

SOME ENCHANTED EVENING...

Konami have taken great effort to make sure *Symphony* maintains the storyline that's already transpired in previous installments, to such an extent that the action starts just before the conclusion of *Castlevania IV.* Four years after defeating Count Dracula, Richter Belmont has vanished. Castlevania, the home of Dracula which is rumoured to appear every hundred years, suddenly materialises. Richter is entrapped in the castle by the dark priest Shaft, who plans on resurrecting Prince Vlad back to the land of the living. Meanwhile, Marie Renard has entered the castle to search for her man Richter. Still following? Alucard has awoken from what was supposed to be eternal slumber, aware of the evil that has once again risen in his homeland. He has returned to the castle to confront his father. Phew, more plot and intrigue than a month's worth of Eastenders! The stage is set for a gripping confrontation.





Richter faces off against Dracula in the cool intro. Later Maria tells you about her search.

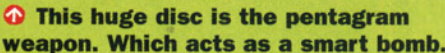


The dramatic battle between Richter and Dracula. One question: How come Drac is 12ft tall?



WHAT'VE YOU GOT AGAINST CANDLES?

Luckily Alucard has a large range of resources to call upon, for his dangerous journey through the castle. Collecting magical items allows Alucard to transform into a bat, wolf or mist but don't expect to find these items straight away. The more you play the game, the more Alucard's abilities increase. Spells can be acquired which with *Street Fighter*-style button presses result in Alucard performing special moves. Fireballs, super jumps and health restoration are just a few on offer. Apart from the swords and other weapons Alucard finds on his quest, there are also secondary weapons that can be called upon. These are powered by hearts which are collected by destroying candle holders. Secondary weapons consist of daggers and axes that can be thrown. Even better are the diamond that produces a deadly beam that ricochets around the room, a pocket watch that stops time for brief spells, and the shield that circles Alucard offering vital protection.

This huge disc is the pentagram weapon. Which acts as a smart bomb.



One of the most impressive rooms. The chapel behind the action is great.







STAY ALIVE, STAY FOREVVVER!

Previous *Castlevania* games were made up of several levels, not so *Symphony*. The game is now set in one huge castle, which is free to explore. However, you will find yourself following a semi-restrictive path through the game. This is because, as your abilities increase, new areas (once off-limits) will become accessible. The game play is pitched at a perfect level, and you can always figure out where to go next. Of course there are hundreds of creatures also in the castle. These consist of lowly skeletons and the famous medusa heads, right up to huge bosses and of course daddy Dracula himself.



Alucard is using a healing potion. The coloured effect is subtle but very pretty.



My dog has no nose. Yeah, well my horse has two legs, you can't beat that!



She may be topless but you shouldn't just gawp at her. She's an endangered species. Extinct even!





2ND OPINION

This at least fulfils my expectations of what the latest in a classic series should achieve. Like its predecessor, PS *Castlevania* takes a while to get busy, but when it does the experience is hypnotic. The really great enemies start materialising around a third of the way into the first castle – leaving you with another 170% of the game to deal with! That's when the game really goes for the throat.

It's impressive how Konami have combined the best aspects of Nintendo's *Super Metroid* with their own expert character design, and knack for drama. Don't let the old-style graphics put you off – the standard of animation is way beyond anything 16-bit could handle. Another *Castlevania* classic.

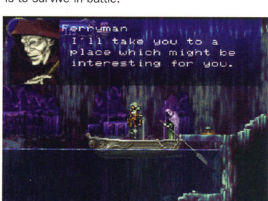
PAUL DAVIES



DRESSED TO KILL

With the amount of items hidden around the castle and an RPG-style inventory system, *Symphony* bears quite a resemblance to another SNES classic *Metroid*. It's not only weapons that are important though. There are also items to wear that play a part in Alucards quest. Capes, armour, jewellry, headwear and even boots can be found, and worn. This is not for cosmetic purposes, as every item can improve or weaken Alucard's power. Strength, luck and experience points are built in this manner. A certain cape may increase defence points, a hat improves intelligence and the power of your damage. Scuba diving equipment will allow Alucard to submerge himself in water. Cursed items also exist, and should be avoided if Alucard is to survive in battle.











CVG OPINION

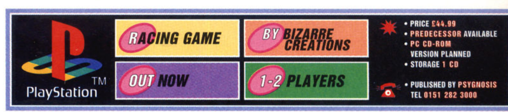
It's like a spell has been cast over your PlayStation, this game is pure magic. It starts off small, but before you know it you're addicted. I've always liked the *Castlevania* games, but this is something else. The animation of Alucard is stunning (screen shots do not do this game justice). Enemies become more extravagant and grotesque, and the music is simply perfect. The castle is large and full of secrets, yet you never get lost for long. The learning curve is superb, each ability gained allows for new territory to be charted. There is a little slow-down on some of the bigger bosses, but this doesn't spoil a thing. *SOTN* is an all-out assault on gaming excellence. This may be old-skool style, but it feels like the freshest thing of the year. While other companies are falling over themselves to create 3D experiences, Konami have produced a 2D masterpiece.

ALEX HUHTALA



One of the best platform games ever made. A truly epic experience, with a wealth of secrets to uncover. The more you play the better it gets.





You can be Damon Hill! You can drive at 200mph! You can listen to Murray Walker and Martin Brundle! And you can now suffer embarrassing engine failures too!

FORMULA 1 '97

No-one doubted that Bizarre Creations' previous *Formula 1* game would be massive. In fact, when it was released it immediately became the fastest-selling CD game ever. While most people were perfectly happy with the game, there were still those who felt that more could have been done with it – what about a two-player mode, more detailed setup options, realistic car movement, flags, failures, an up-to-date licence, and so on. And Martin Brundle – lots of people asked for him. Bizarre have listened to these comments and produced an excellent 1997 update complete with everything you could possibly want! And Martin Brundle.







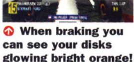




DETAIL OVERLOAD!

To add to the realism of the game there are loads of tiny little details that are simply there for effect. One of the most practical new touches is that in Grand Prix mode your driver's visor gets dirty as the race goes on. When racing from the new in-car view you'll need to get rid of a tear-off every now and then by hitting the Triangle button to clear your view.





When braking you can see your disks glowing bright orange!

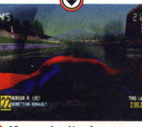


After pitting, fresh sets of tyres have white labels on them!









If you don't wipe your visor regularly it becomes almost impossible to see!

TWO GAMES IN ONE!

As anyone who played the first *Formula 1* game will know, the two game modes – Arcade and Grand Prix – were almost identical. Some options were left out for Arcade mode, and a timer at the top of the screen meant you needed to keep going in order to make the checkpoints in time. A lot more effort has been put into making the modes different in *Formula 1 '97*, with different play mechanics and start-up screens.

GRAND PRIX MODE

One popular complaint of the first *Formula 1* was that the Grand Prix mode wasn't detailed and realistic enough. This time around, there are more options which can be fiddled, along with more serious rules. If you drive dangerously chances are you'll get a black flag and instant disqualification! If you choose to play a full season, you go through each of the 17 real tracks in order with practice and qualification rounds before each one. The handling of the cars is more accurate as well, and a single mistake can be costly – one wheel off the track will almost certainly cause you to spin.





The display at the bottom of the screen is the same as the one on TV.

ARCADE MODE

The menu screens are all designed to be as basic as possible, like most arcade games. You simply choose a car, then a difficulty. Each of the three difficulties has five courses to complete. If you finish a race well enough, you move on to the next. The cars handle very differently to the Grand Prix mode and powerslide all over the place like rally cars! Fast music plays to keep you on the edge of your seat all the time, racing to get to the next checkpoint before the timer runs out. The cars don't take any damage in Arcade mode so you can just ram everyone else out of the way as you go.



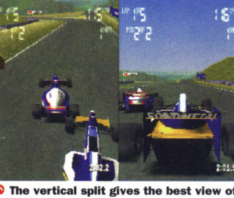


Arcade mode is designed to be as easy and fun to play as possible.

FOR UP TO TWO PLAYERS

To play the last *Formula 1* with two people you needed two PlayStations, two copies of the game and two TVs. Now you just need a second control pad and a friend! Unfortunately the races can only be done head-to-head with no other cars on the track, and quite a lot of trackside detail is removed to keep the speed up.





The vertical split gives the best view of the track ahead. This is the one to use.



A horizontal split seems more natural, but can make it difficult to see ahead.

WOT NO JACQUES?

Formula 1 '97 uses the official FIA licence for this year, so all 17 of this season's tracks and all but one of this year's drivers are included. The missing gentleman is Jacques Villeneuve who is instead referred to in the game as "Williams number one" or "The Canadian". Apparently it's something to do with him not being part of the FIA any more, so he doesn't come as part of the licence. The Edit Driver option means that you can put his name back in if you want to.

When they don't pop-up, the graphics look amazing!

LOOKS LIKE THERE'S A STORM BREWING!

If you play a full championship season with all the realism settings on the weather becomes something you need to consider. There's nothing more annoying than spending hours mastering a course during the practice session, only to find that it starts chucking down rain just before the race itself! Even more exciting is if you're in the middle of a dry race and the sky starts darkening, ending up with a massive downpour! These new weather effects add a lot to the feeling of being in a real race, as well as looking excellent.



You really need to learn tracks in the wet.



The spray from other cars can be very nasty.



Pile-ups are far more common in the wet!



Outside of the pits, "You're right there, Murray" is just about all you're likely to hear Martin Brundle say.

OOOH! IT'LL COST YA!

Crashes in *Formula 1 '97* are more impressive than they were in the first game, mostly down to the new car dynamics. Instead of just rotating when hit, the cars can be knocked slightly into the air and tipped up like the real thing. Going over the rumble strips makes the car tilt and shake, all adding to the realism. Also, the bodywork of the cars is created in a new way which shows damage all over. Collisions will often cause bits of your car to come off, but you now also need to worry about technical failures. If you push your brakes too hard over a race there's a good chance that they'll blow up in a puff of black smoke! Engine failures are also fairly common with the weaker teams, giving you more of a challenge. Very cool indeed.



CVG OPINION

The amount of detail in *Formula 1 '97* is what really blows you away. The new touches such as the glowing brake discs don't really add to the way the game plays, but help a lot in terms of atmosphere. The graphics have been improved in some ways – the higher resolution looks good and the car models are excellent – but the pop-up has unfortunately got worse. Some bits of scenery appear very late and slightly ruin the feeling of being there. It's good that the Arcade and Grand Prix modes are very different this time round, but it's annoying to see that the computer cars stick to the road perfectly in Arcade while you powerslide across almost every corner you come to. Every PlayStation owner with an interest in motor racing will already own the first *Formula 1*, and will be waiting to find out what *F1 '97* is like. It's definitely not different enough to make it worth buying as well as the first game unless you're a rich obsessive collector. If you're a racing fan in any way and don't have the first game – get *Formula 1 '97* immediately. ED LOMAS









RATING







Not a massive improvement over the first F1, but still one of the best racing games around. Shame about the pop-up though.





PlayStation

- PRICE £44.99
- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY PSYGNOSIS TEL 0151 282 3000

Psygnosis make a surprise splash in uncharted waters with *Overboard!* – a shiver-me-timbers, walk-the-plank, pieces-of-eight puzzle game!

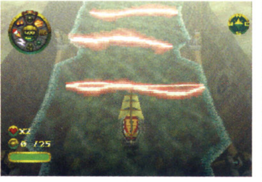
Overboard!

Imagine life as a Pirate. Cruising through various ports, sinking rival ships while stealing their booty. Destroying all in your path and hobbling about on your wooden leg, as the parrot on your shoulder squawks "Walk the plank" in your ear. Give or take a few minor details this is exactly what *Overboard!*, the new action game from Psygnosis, is really like.

You take control of a galleon on a quest to become ruler of the high seas, doing so by any means necessary: Capture a town by destroying its defences, and the skull and crossbones is hoisted up the flag-pole to signify a new ruler. Rescue dropped treasure to fill up the booty and dodge giant electric squids. This all adds up to another cool game for Psygnosis.









MAN OVERBOARD!

As you sail from town to town, picking off ships and turrets, you'll inevitably get set on fire by the enemy. This is bad news as it damages your ship, but this causes other problems too. While the vessel is roasting nicely, crew members try to save their lives by jumping overboard. For every person that evacuates the ship you lose a small chunk of health, however picking them up again replenishes that. You can also rescue other ships crew members who are floundering in the water to stock up on energy. This is a useful tactic to remember for multi-player mode, as you'll have a greater chance of survival this way. You have to be quick though, as seamen drown if they are left in the water for longer than ten seconds. Ahhhh!





PIECES OF FIVE?

Top pirate action! Sling in a multi-tap, five mates and a similar amount of pads, and you have an awesome team battle sailing on the ocean waves! It's basically a Last Boat Floating Wins situation, set in specific death-match-style arenas. All of the weapons from one-player mode are available, and other pick ups appear at selected places for the duration of the game. Warps whisk you away from danger, or put you into it. And with the camera constantly panning in and out to make sure that everybody is in the action, you're in for a hectic sea battle!



Players two and four have taken a beating already...



...but regain it after picking up health bonuses...



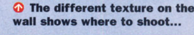
...and player four sneaks a victory! Sly little beggar!

SECRETS AHOY M'HARTIES!

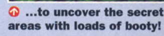
A game like this wouldn't be complete without hidden sections of levels and secret warps. You may notice areas that appear to be totally sealed off from the main ocean once sections of the map have been uncovered. This is not the case at all. By travelling to that spot on the map, you often see that a section of the wall is a different texture to the rest, indicating that it can be shot away. Unload a few cannons into the wall, then sail through the resulting hole to find some very handy bonus rooms. Sailing through waterfalls also reveals warps to other previously sealed off areas, so take a chance by attempting to sail through all of them. Waterfalls can also extinguish a burning ship should you need emergency relief.







The different texture on the wall shows where to shoot...



...to uncover the secret areas with loads of booty!

PIRATE SHIPS FOR THE NINETIES

The basic ship you control isn't very effective against some of the other craft in the game, so the game designers added lots of different power ups for your craft. In addition to weapon extensions, you can also collect boat enhancements. You can attach a hot air balloon to the back so it can fly over walls, or turn it into a paddle boat, doubling the speed. Here are examples of some of the weapons:



One of the two default weapons, this is just a forward-firing cannon. You have to be facing the enemy for it to be of any use, giving them a sure shot as well!



This is the best all round weapon as it fires four balls from either side of the ship, depending on which button you use. Takes out weaker ships in two hits!



If somebody is chasing you, lay one of these little beauties and your shadow will soon know about it! Mines explode on contact – regardless of who dropped them.



Not the proper name, but these burning mines are alight once you've dropped them and burn until they sink. Not that much use, as they don't last very long.



The only weapon you have to counter the flying enemies. If you've picked up the hot air balloon add-on, these rockets fire down to take out other ships.



The best weapon to have for gaining energy. Set the enemy craft on fire and pick up the sailors that jump off to boost your ship. Save this for emergencies.



The last weapon you'll collect is unsurprisingly the best and most powerful in the game. Homes in on enemies and saps their energy in no time. Awesome!



Overboard has three different views to choose from while playing: Fixed, so that the ship stays centre screen all the time; overhead, and (finally, and best of all) fixed behind the ship so you can always see what is ahead of you.



Crewmen also jump out of the ship when a ghost vessel sails through you. The ship appears from a wreck and heads straight for you, sending scared sailors into the water.



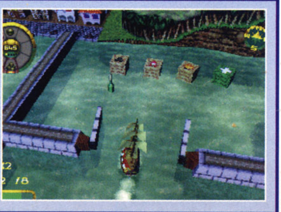






MESSAGE IN A BOTTLE

Pressing L1 calls up your map, which is of vital importance if you're going to complete the stages quickly. It shows the location of all the towns you have gained control of, and the location of the bottles. These bottles not only give you another piece to the level map, but the level cannot be completed if you do not collect all of them. Once the final jar has been rounded up, the exit appears on the map.



CVG OPINION

I have to say that I thought *Overboard!* was going to be another run-of-the-mill PlayStation game, but having sat down a played it thoroughly I have been proved very wrong. The five player mode works a treat, and you'll waste hours on it if you have the equipment. But the main game is what surprised me the most. You'd have thought the concept would be be pretty boring, but there is a lot of variety in the stages and they all progress equally in difficulty. Your path up to the first boss gets tougher and tougher, and some of the stages beyond him are rock hard. Just make sure you use that memory card! Overall, *Overboard!* is a top game. It's as simple as that.

STEVE KEY








It's tough in single player, but still good fun. In multi-player it excels. Overboard! shows that there are still original ideas to be plundered.













- PRICE £44.99
- NO OTHER VERSIONS AVAILABLE
- PC VERSION PLANNED
- STORAGE 2 CDS
- RELEASED BY PSYGNOSIS TEL 0171 533 1400

Offering incredible gameplay, amazing graphics and a totally immersive experience, no console has seen a game quite like this before. Welcome to the *G-Police*.

G-POLICE

G*-Police* is revolutionary. Not in terms of gameplay or content, but the fact a game of this depth has appeared on a console is incredible. Basically *G-Police* is a combat flight simulation – with you at the controls of what is essentially a super advanced helicopter. You are thrown into a criminally controlled environment and told to bring law and order. Consisting of 35 increasingly difficult missions, the game is large. And with a high level of enemy artificial intelligence it's clever too. An amazing intro sequence and incredible in-game graphics makes sure *G-Police* looks good. In short this game has it in spades. Which is why we love it so much.





***Pilotwings* style training sees you flying through blue hoops.**



Your best times are recorded, so training becomes a race game!



G-POLICE STORY

You are Jeff Slater, ace pilot. Your job is to maintain law and order on the off-world colony of Callisto. After a bitter inter-colony war, Earth's government has been deposed by the big corporations, who reluctantly fund independent police forces. A subtle in-joke places the game in the year 2097. Callisto colony consists of 51 domed cities, linked by inter-connecting tunnels. The domes contain skyscrapers, office blocks, factories and spaceports, plus the millions of inhabitants who live and work here. All this information is expertly revealed in a stunning full-motion video intro sequence which is as long as it is incredible, including the most realistic motion capture yet.



Amazing, when it's moving it looks even better.

LET SLIP THE DOGS OF WAR

To patrol these busy cities, you're going to need a highly manoeuvrable craft. The HAVOC is a vector-thrust gunship, much like helicopters of today, but without the rotors. By the year 2097 the Havoc is reaching the end of its service life, but is still the best craft for the time being. Armed with all manner of weapons, starting with 30mm Vulcan cannon, homing missiles and cluster rockets. this baby packs a punch. As you progress through the levels new weapons are added to the craft. On offer are laser and plasma cannons, varying bombs and an electro-magnetic pulse weapon which can disable other craft. Although the controls of the Havoc may take getting used to, by the fifth level you're buzzing between buildings like a pro.







The tunnels that connect the domes look like leftovers from WipEout.





When firing upon other craft try not to shoot buildings. As they can be damaged too.

WHAT LIFE IS LIKE ON JUPITER AND MARS

Each of the 51 domes that make up the Callisto colony is a mini city looking like designs from Blade Runner. Full of huge buildings, factories and TRAFFIC!. On the ground and in the air, traffic is everywhere giving the impression of living, breathing cities. This attention to detail isn't cosmetic at all, but essential to the gameplay. Missions often involve scanning other craft, and enemy craft often start firing at you unannounced. Locating these criminals can be tricky with the amount of traffic around, and adds a great element of suspense.







CRIME CRACKERS!

So what exactly do you do? There are 35 missions required to wipe the crime out of Callisto. Starting with scanning vehicles, protecting ground teams and engaging in aerial dogfights with attacking fighters, you soon progress to tailing other craft, destroying rogue robots and more. There's loads of variety and each mission is very different. Later levels see you accompanied by a wingman in a second HAVOC craft. Here you are offered much needed assistance, plus you get to order your partner around. Luckily a 3D radar at the top of the screen shows you where the next objective is on each mission. With the aid of this you'll never get lost.



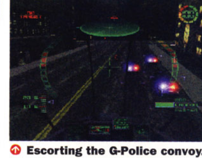
This mission is like a stakeout, following this potential criminal on his way to the spaceport.

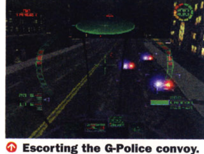
More cool FMV sequences fill you in on upcoming missions.

We nicked these two joyriders for speeding.

SUPERIOR INTELLECT

Clever enemy AI is what really makes the game. Dogfights against enemy fighters are made extra tough by their ability to evade fire. The enemy are smart enough to duck behind buildings for cover, and attack from a much higher height than your craft. Often attacking in waves, you need nerves of steel and ace reflexes to beat this game.

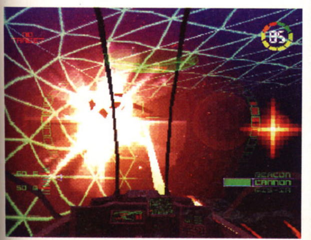




Escorting the G-Police convoy.



Bellowing smoke, this craft is on its last legs. One more carefully placed shot and he'll be gone.



This is what you get, when you mess with us! An amazing explosion gives you real satisfaction.









A game of this type on a console is unheard of. Even on a PC it's going to be special. *G-Police* is the type of game that you think are ten-a-penny. Yet when you play it, you realise there really hasn't been anything quite like it before. Closest comparisons would be a PC helicopter simulation. The dark environments allow Psygnosis to get away with a very restricted view, which is really the game's only flaw. Yet at the same time it makes the game much tougher, plus they've also included an option to increase the view angle at a cost to game speed. They really have thought of everything. Beautiful to look at, excellent to play and a very involving and tough challenge. *G-Police* is one of the best PlayStation shoot 'em ups I've experienced, and well worth getting.

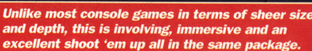
ALEX HUHTALA











Unlike most console games in terms of sheer size and depth, this is involving, immersive and an excellent shoot 'em up all in the same package.











PC CD ROM

- PRICE £29.99
- PREDECESSORS AVAILABLE
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Hexen 2's gonna get medieval on your ass! A peaceful world in an alternate reality requires your help. Get ready for the adventure of your life!

HIGH FIVE! HIGHEST CVG RECOMMENDATION



Based on the fantastic *Quake* 3D engine, *Hexen 2* puts you in the world of Thyrion. The first two serpent riders D'Sparil and Korax have been defeated, but now the third and most deadly, Eidolon, is taking over the world. If he wasn't terrifying enough on his own, his minions have spread across the many continents under the command of his generals – the Four Horsemen of the Apocalypse! You are one of four heroes who are Thyrion's last hope. Farewell, young dungeoneer.









The Four Horsemen of the Apocalypse appear as the game's bosses. Here's Famine with his scales!

THE HEROES OF OUR STORY

The first choice you need to make when setting off on your adventure is which class of character you want to be. There are four from which to choose – Paladin, Crusader, Necromancer and Assassin, each with their own weapons and abilities. See which one sounds like your kind of thing.

PALADIN

The Paladin is a follower of Kravnos the War God, and has weapons and abilities to match his faith. To begin with, the Paladin fights with just his fists, albeit while wearing spiked gauntlets. His other weapons are an enormous sword, throwing axes and eventually The Purifier! This weapon fires twin streams of powerful magic straight ahead rapidly, cutting down enemies without much trouble. When used with the Tome Of Power it launches magic missiles which seek out evil!

CRUSADER

The Crusader is often considered to be a defensive character, but later on in the adventure he can become immensely powerful. His standard weapon is a small Warhammer, but before long he'll find the Ice Mace. This weapon fires shards of ice which eventually freeze enemies solid! Later he can get the powerful Meteor Staff (fires exploding boulders!) and the incredible Lightbringer. It focuses a ray of holy light into a thin beam which bounces off surfaces, reducing everything to dust!





ASSASSIN

The Assassin a quick, silent and deadly character. Her initial weapon is a hand-held double dagger which doesn't do too much damage. Far more useful is her Hand Crossbow, a small weapon which fires three arrows at once. The Assassin is also able to collect and throw Spiked Grenades which can be bounced off walls and other scenery. Once mastered, these can be very useful. Her ultimate weapon is the Staff Of Set, with a giant scarab beetle on the end. By holding the attack button the weapon can be charged, making the exploding shot more powerful. When using the Tome Of Power, a gold scarab is fired which makes giant chains fly out of the walls, floor and ceiling and stick into the flesh of the enemy! They they pull their victim into the air and tear them apart! Yikes!















While the scenery looks great, what's even more amazing is that pretty much everything can be destroyed or moved!

The cathedral looks absolutely amazing! The angel that haunts it is very difficult to see and fires powerful coloured light beams!

WHAT AN EXPERIENCE!

The *Hexen* series has always been more of an adventure than *Doom* and *Quake*, and *Hexen 2* is more like a real-time RPG than ever before. Each character plays differently to the last and has separate Intelligence, Wisdom, Dexterity and Strength ratings which increase as the game goes on. Experience points are gained by killing enemies and completing tasks, moving you through the rankings as you go. To begin with you are a weak level one character, but reach level three and you get to use your first special power. A level three Necromancer can gain health points by slaying enemies and collecting the life orb which is released. A level three Assassin can turn invisible by standing still in shadows for a few seconds! As the characters become more powerful, more of these special abilities become available.



Pressing the Tab key shows your character's current statistics and items.



A Necromancer above level 3 can collect these life orbs from certain enemies.

NECROMANCER

The Necromancer is physically weak, but has amazing magical powers. His initial weapon is a sickle, as you would expect the Lord of the Dead to carry. The Necromancer is more useful against enemies when fighting from long range with one of the spells he can pick up. The Magic Missile spell fires blue energy balls, while the Bone Shards spell fires splinters of bone from his palms! His top weapon, the Raven Staff, shoots bolts of magic as standard. But when used with the Tome Of Power it summons a flock of deadly ravens who peck any enemy to death!

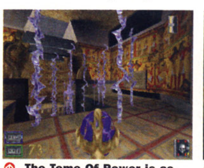




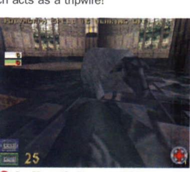
BY THE POWER OF KRAVNOS I CAN CATCH APPLES ON MY SPIKES!

THE ANTIQUES ROADSHOW

There are plenty of special artifacts which can be collected throughout the adventure to make your life easier. Some add to your character's armour, like the Amulet Of Protection, Bracers and Helmet while others can be stored up and used when they are needed. The Torch lights the surrounding area, the Mystic Urn restores large amounts of health, the Chaos Device warps you to the start of an area, and the Boots Of Speed do just as you'd expect – they let you run at amazing speeds! The new Glyph of the Ancients is a weapon which each character uses differently, like the flechettes in the first *Hexen*. The Paladin uses it as a powerful grenade, while the Assassin attaches it to walls by a long chain which acts as a tripwire!



The Tome Of Power is as fantastic as ever. It powers up any weapon for a short while, giving the carrier amazing new attacks!



In *Heretic* it was chickens. In *Hexen* it was pigs. And in *Hexen 2* it's sheep! The Seal Of The Ovinomancer transforms a room of enemies into dozy ewes!



The Force Cube follows you around, attacking enemies with magical laser beams!



When you use the Invisibility Sphere, your weapon goes translucent. It looks lovely.



The Necromancer's ravens attack for him!



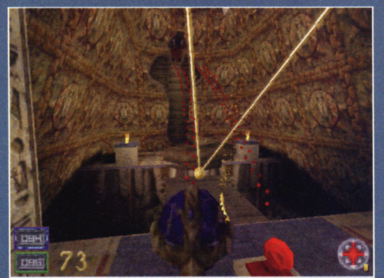
This Imp comes from the Stone of Summoning.



Once you've frozen an enemy, smash them!

YOU REQUIRE THE MYSTIC PANTS OF CHARROKNOS

Although *Hexen 2* uses an enhanced version of the *Quake* engine, it plays quite differently. For a start, the adventure is a lot more open – you don't play through one level then move onto the next. Instead, many levels are linked together in a big "hub" and you can move backwards and forwards between them as you want. Often you need to collect items from one level and take them to another to progress, which adds a lot of depth to the game. Also, each of these sections isn't just a blast from start to finish – there are lots of puzzles and problems to solve in order to progress. For example, in the very first part of the game (included in the free demo on the internet) you need to mix a potion to turn a mithril wall into a destructible wooden one. For the potion you need to find the tomb of Loric, collect his bones, take them to the windmill, grind them to dust, then take them to the mixing chamber and make the potion! The puzzles get more and more elaborate as the game goes on!



Putting the red gem in front of this giant snake statue brings it to life! It swings about firing venom from its fangs!



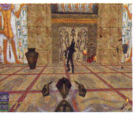
Here you are outside the forge at the stables. A dead man's notes mentioned a buried key somewhere near here.



Mazaera's ancient temples are filled with deadly Werepanthers!







Pestilence rides on a giant boar and is surrounded by a swarm of hornets!



The Mummies keep going even when their arms and legs have been shot right off!



2ND OPINION

Blimey! *Hexen 2* is *#±!*% awesome! I was disappointed by the original *Hexen*, but this is far, far superior to its predecessor. The look and feel of this is nothing like *Quake*, which does even more to make *Hexen* the separate brand that it has now become. The first sample of *H2* I got was in a co-operative with Ed. Three hours later we were working as an awesome partnership with immensely powerful characters. Earning your new weapons is also a good thing, as you actually have to play to reap the rewards. I would advise you all to buy this, play together with some mates and have a team against the computer. It is an unrivalled experience and one that must make the *Quake 2* team poo their pants.

STEVE KEY







CVG OPINION

I've always enjoyed *Heretic* and *Hexen*, just because they were a pleasant change from playing *Doom* all the time. This time around it's a lot more than that. *Hexen 2* stands alone as a magnificent game, rather than just being "*Quake* with a crossbow" like the other games. The addition of experience points which increase your character's abilities as you go through the game really makes you want to stick at the game, and makes your choice of class more important. The graphics are fantastic, especially on 3Dfx, with astounding level design and smooth enemies. The multiplayer deathmatches aren't as good as *Quake*'s, but the special items (especially the sheep!) provide lots of laughs. Instead, the best way to play with friends is in co-operative mode, working together as a team with different strengths and weaknesses. Whether you're a fan of *Quake* or not, you'll find that *Hexen 2* is one of the best things you'll play on the PC at the moment. You can also guarantee that it's going to take off on the internet almost as much as *Quake* did. Unfortunately, it's another one of those games you're going to have to buy. Sorry.

ED LOMAS





A hundred times better than the first Hexen. A massive adventure with some of the most amazing levels you've ever seen! Fantastic!


THE OFFICIAL SEGA SATURN MAGAZINE
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SEGA
No.1 FOR SATURN
ISSUE 25 £2.75
NOVEMBER 1997
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SHADOW WARRIOR

PC CD ROM

CORRIDOR GAME | BY 3D REALMS | OCT RELEASE | 1-8 PLAYERS

- PRICE £34.99
- SHAREWARE VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY EIDOS
- TEL 0181 636 3000

Using the fantastic *Duke Nukem 3D* game engine and team, *Shadow Warrior* is a super-speedy Kung-Fu cheese fight all the way through! You start off fighting with just your fists and giant sword but before can long pick up every kind of weapon you've ever seen in an action movie. If you've played the shareware version of the game (**www.3drealms.com** – get it now) you'll have seen the grenade launcher from Terminator 2, but there's now another Arnie weapon. When Lo Wang picks up the Rail Gun he says "Time to get erased!", which should give you a clue as to the way it works!

The graphics are fantastic, although they do get very blocky at times. Because all of the enemies are sprites, and some of the 3D objects are built out of sort of sprite things (to be honest, I don't understand how they've done it) it runs incredibly quickly. The level design is the best thing about Shadow Warrior, with completely varied stages which all look brilliant. And, as with *Duke 3D* there's masses to do in each room. If there's one problem it's that the game's too darned hard! But even when you're struggling through the excellent sense of humour, which fans of action movies will love, keeps you going.

Fellow fans of corridor games – get *Shadow Warrior* as soon as you can! It's Wang-tastic! **ED LOMAS**



There's masses of blood and guts flying around in *Shadow Warrior*!









ROSCO MCQUEEN



ACTION GAME | OUT NOW | BY SCEE | 1 PLAYER

You're the man in the title, Rosco McQueen, and it's your job to put out fires and save innocent civilians trapped in flaming buildings before they're toasted. You're armed with an axe for smashing through doors and scenery, as well as destroying any evil robots who are out to hinder your progress. As you go you need to put out fires to stop the temperature getting too high with your powerful water hose. The graphics aren't particularly stylish but are technically excellent with loads of detail and colour. Rosco is a bit clumsy to control which gets very annoying in tight situations as he can't turn and sidestep at the same time and occasionally gets stuck behind boxes and the like. *Rosco McQueen*'s not going to stir any strong emotions in anyone, but is certainly good enough to warrant a few nights of rental.
ED LOMAS

- PRICE £34.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY SONY
- TEL 0171 447 1600



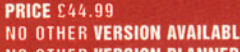
That small purple droid following Rosco around is Digit, who gives advice in a squeaky voice.



FELONY 11-79







DRIVING | NOV RELEASE | BY CLIMAX | 1 PLAYER

Felony paves the way for a new breed of racers. We reviewed the Japanese version of this game (Runabout) in our August issue. The graphics may be ropey compared to some more recent PlayStation games, but they do the job well. Music by Japanese band The Surf Coasters adds to the fun element, with a wicked blend of surf guitar. A little impact is lost due to some very large PAL boarders, but the gameplay remains the same. Which is what *Felony* is all about – it plays superbly. You really get the feeling you can go anywhere, and you almost can. The secret cars offer great replay value, as does wrecking everything to gain points. If you're fed up with racing games where you only try to go faster, get this – there's nothing like it on the PlayStation. After this, racing games will never quite be the same.
ALEX HUHTALA

- PRICE £44.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY ASCHI ENTERTAINMENT
- TEL 01923 202097







Action packed and full of surprises. Just look at the damage and chaos you can create.




DARK REIGN

Every once in a while a *C&C* clone comes along that actually gives its forefather a run for it's money. *Dark Reign* is the closest one we've yet to play. It features all of the elements that have become standard play in games of this type. Mining for Taelon to give you more power to run your buildings, and looting natural water springs to make money are the two biggest assets to you. Without those you cannot survive, it's as simple as that. Then you can start building an army force to be reckoned with. The waypoints are a very cool new idea, whereby you lay a set path for soldiers to take and they follow it. Overall, it may not offer enough of a difference to please *C&C* fans, but it comes through the comparison test with flying colours. Cool.
STEVE KEY


STRATEGY WAR

OUT NOW

BY AURAN


1-8 PLAYERS

- PRICE £35.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY ACTIVISION
- TEL 01895 456 700

This is a good HQ set up, as you have training facilities and money making plants active.







HERCULES

The latest in a long line of Disney films-to-games is also the first to be simultaneously be released with the movie. The programmers were allowed unprecedented access to cinema footage, to such an extent that one of the major songs and many cut scenes have been included. The result of all that is an above average platform games. The graphics (how many times have you heard this about a PlayStation game) are superb and the Hydra is one of the most impressive bosses I have seen for a long while. The ability to change your plane of movement by moving in and out of the screen is also cool. And a bit of variety is thrown in, in the form of *Crash Bandicoot* vertically scrolling style levels. But it just didn't offer enough new ideas to stand out from the crowd. Looks top, plays OK. That's *Hercules*.
STEVE KEY


PLATFORM


OUT NOW


BY EUROCOM



1 PLAYER

- PRICE £34.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY SONY
- TEL 0171 447 1600



This is the awesome Hydra boss. Slice off one of its heads and another one grows instead!







CLOCKTOWER

A serial killer known as Scissorman is on the loose. Search for clues as to who the murderer really is, outwit the killer and more importantly stay alive. *Clock Tower* is a slow-paced adventure game, with excitement added whenever you hear the eerie sound of deadly scissors. Upon hearing you must run and hide from the killer, and once the sound has gone begin your search for clues again. *Clock Tower* is a two year old Japanese game. As such the graphics aren't up to the levels seen in the survival horror classic *Resident Evil*, but they do their job. The action sits awkwardly in a small viewing window, and sifting through the slow dialogue and text is too boring. Human made a much better sequel, which is still fairly old. Perhaps Ascii should have released that game instead. Still, if you want an alright adventure on your PlayStation this is worth a rent. **ALEX HUHTALA**

HORROR ADVENTURE

NOV RELEASE

BY HUMAN

1 PLAYER

- PRICE £44.99
- JAPANESE SEQUEL AVAILABLE ON IMPORT
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY ASCII GAMES
- TEL 01923 202 097

If she just makes a fist, then she can beat Scissorman. You see stone beats scissors!







VIRUS

Virus pits you against the small viruses that have infected the hard drive of your PC. Playing similarly to *Descent*, the hard drive is depicted as a 360° environment. You must visit each file and blow the viruses away. The war inside your PC is being fought over the kilobytes that make up each file. If a file is corrupted it needs to be cleaned, then you can use the kilobytes from that file to buy more equipment. The big selling point of *Virus* is that every PC will display the game differently using text, sound and graphics files hidden away in your hard drive. Fly into these directories and you can be greeted with sights and sounds from your own PC. *Virus* has all the hallmarks of a classic game, unfortunately the idea is a lot better than the finished product. The game itself is a little dated and repetitive to play.
ALEX HUHTALA

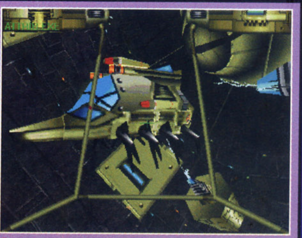

SHOOT 'EM UP

OUT NOW

BY KIDUM MULTIMEDIA

1 PLAYER

- PRICE £34.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY TELSTAR
- TEL 017923 222 232



Weird craft like these actually patrol inside real PCs. They're piloted by full-sized Alex Huhtalas.

ARCADE

MK 4 has finally hit the arcades after months of rumours, speculation, and hype. Does it live up to the legacy?

MORTAL 4 KOMBAT

M*ortal Kombat 4* might be one of the most anticipated arcade games ever, taking the ever-popular fighting series into two brave new worlds: weapons and 3D. As it turns out, neither one is as dramatic a change as originally anticipated. The 3D textured polygons and camera effects don't alter the basic 2D game engine, and the weapons merely supplement without overpowering the familiar gameplay. *MK 4* is really more of the same game: great new characters, new Fatalities and secrets, awesome new stages, ridiculously funny new voices... but the *Kombat* essentials are fairly unchanged. Version 1.0 is far too glitchy and unfinished for a final judgment, but here's what we know so far.

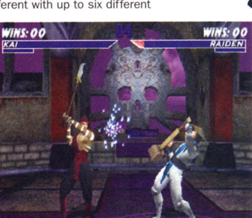


Some of the most popular classic *Mortal Kombat* backgrounds are back, only in 3D!



MK'S NEW EDGE

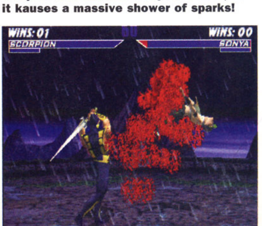
MK 4's most radical new feature is the weapons system. It's certainly as hyped as the Parries in *Street Fighter III*, or the sidestep in *Tekken 3*. Each character has a vicious tool of death-dealing mayhem, such as an axe, staff, hammer, or sword, which can be whipped out anytime with a simple controller motion. The weapon attacks simply substitute for most of your normal punches, although each is different with up to six different swings. The weapon-play is straightforward. Don't expect any *Soul Blade*-style deflects or breaks. You can, however, steal the opponent's weapon if you knock it from their hands! Weapons do considerably more damage than normal attacks, so although they're generally slow, they are worth the effort. While most of the weapons are for hand-to-hand fighting, the crossbow is the exception; it shoots projectiles either straight or at an angle. Unfortunately you can't put a weapon away once it's been drawn, which can be annoying if you only want to use it for a quick swipe.



Although it's really no different from blocking with bare hands, blocking a weapon with another weapon is kool, as it kauses a massive shower of sparks!



Fujin's crossbow, though slow on the reload time, is the perfect tool for cheap players who like to keep opponents on the other side of the screen all day.



Scorpion cuts Sonya with a very long, very sharp knife...sword, really. As you can see, the weapons cause large amounts of blood to be spilled.



When the opponent's holding their weapon, hit them with almost any attack and they'll drop their arm like a dolt. Then it's up for grabs!

BLOOD IN 3D?!

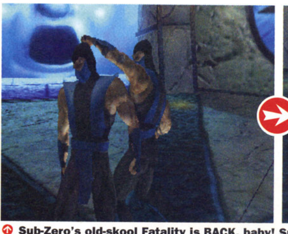
So, just how do blood, guts, and random body parts look in 3D? Terrific! Powered by the new Zeus hardware, *MK 4*'s graphics are texture-mapped polygons with amazing detail. Few Fatalities seemed to be implemented in version 1.0, but the ones I was lucky enough to witness – including Sub-Zero's original head-and-spine-pull, and the all-new fan stage slice-and-dice death – restored much of the bleeding edge lustre that was dampened by the watered-down cheese whiz Fatals from *MK 3* (nothing induces boredom faster than arcade machines being dropped from the sky or a giant foot stomping the opponent).

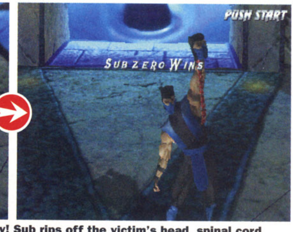


Though not related to a Fatality, this horrific screen is what you'll see if you decide not to continue playing after defeat. A good argument to keep pumping in pence eh?



The fan stage Fatality chops the victim into a bloodbath of dismembered limbs, then rockets their severed skull right into the screen! I've heard of "head-cam," but this is ridic.





Sub-Zero's old-skool Fatality is BACK, baby! Sub rips off the victim's head, spinal cord still attached, and holds the mess up for all the world to see.

3D EFFECTS IN A 2D WORLD

Don't let the new 3D appearances fool ya, *MK 4* is still the same 2D game as its predecessors. In fact, rarely does it stick the 3D aspect in your face; the most noticeable occasions are for major hits such as a Roundhouse kick, when you execute one of the new "Limb Break" attacks, or for a win pose. When events such as these occur, the camera pans around for a rotational view of the action. This has little effect on gameplay, other than occasionally putting dropped weapons out of reach. While it generally stays within 2D confines, *MK 4*'s graphics are nothing short of superb. Effects such as the "real-time rain and lighting!" in Raiden's war platform stage, the hovering light sources in the fan stage, and the multi-shifting planes of prison cells in Goro's dungeon have me convinced beyond a shadow of a doubt: Midway's got it goin' on! Don't get me wrong, *MK 4* doesn't come close to *Tekken 3* in terms of pure 3D muscle (no replays, far fewer camera changes), and the characters don't seem to move as fluidly, but the detail is still mighty impressive.



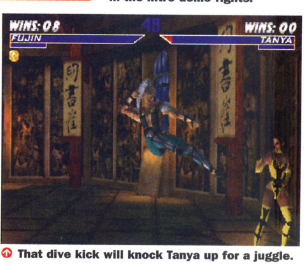
Noob Saibot's a hidden playable character who appears in the intro demo fights.



Connect with a Roundhouse Kick and you'll be rewarded by their body flying off at a 3D angle as the camera pans.



Midway flexes some graphic muscle with the 3D intro sequence featuring Raiden's explanation of the story of *MK 4* (in which, you must save the world from yet another rampaging tyrant, by the name of Shinnok).



That dive kick will knock Tanya up for a juggle.





Though there are no replays in *MK4*, the 3D rotating win poses are a nice reward for a round well fought.



KEEPIN' THE SPIRIT ALIVE

Aside from the new weapon system, changes to the action are few and far between. The biggest tweak is the virtual removal of *MK 3*'s infamous dial-a-kombo system – in *MK 4*, the max is two ground hits (into a possible special move) and it's the same for every character. Another change is the removal of the traditional jump kick-High Punch-any move corner kombos – the High Punch now pushes you too far away. Every character now has a second throw (a limb breaker), and the basic set of attacks has been tweaked here and there. For instance, Roundhouse Kicks now do more damage than Uppercuts. However, most of these changes are small, so if you were good at previous *MK*s you'll kick ass on this one. If not, well, may death become you.



Raiden puts the hurt on Reptile with one of the new limb break throw attacks.



Remember those krazed High Punch korner juggle kombos? Well, forget about 'em in *MK 4*!



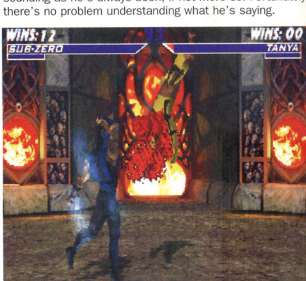


A quick two hits is all you'll get if you start madly tapping attack buttons at close distance. No more six-hit morse kode kombos here!

"GET MY LASAGNE!"

What am I talking about? *MK 4*'s crazed voice samples, of course! While Raiden's "Ikabobalay," "Your mother's from L.A." and "Get back in the car!" samples from previous *MK*s were hilarious, nothing, nothing can prepare you for the nonstop insanity found in *MK 4*. While, disappointingly, not every character has their own unique voices (many of the male characters share samples), this game represents a vast improvement over previous *MK*s in terms of quantity and humour value. There are literally dozens of voices this time, for all types of different situations, and they're a total riot. Some almost make sense: the generic male cry "Oooh, I'm gonna throw you over there!"). Some are utter nonsense: Sonya's incomprehensible rambling when she does her Vertical Bike Kick. My favourite ones, however, lie somewhere in-between – you can sort of make out what they're saying, but not quite, and you're forced to guess, in the tradition of Raiden's screams from past *MK*s when he did his superfly move. For instance, "Get my lasagne!" is my best guess at Quan Chi's cry when he does the teleport stomp, and "Oh! My Bride!" is my only possible interpretation of one of Tanya's numerous horrified screams when she takes a vicious hit such as uppercut. Nothing is more entertaining than trying to figure out what these bone-heads are saying. Try it, it's like a fun little mini-game!

On the subject of sounds, *MK 4*'s music and sound effects are excellent, and the voice actor is as evil-sounding as he's always been, if not more so. Fortunately, there's no problem understanding what he's saying.



Just try and figure out what these wackos are saying! You won't succeed, but you'll have fun trying.



MORTAL BUGFEST NUMBER FOUR

Midway are building up a well-deserved reputation for releasing glitchy, inkomplete *Mortal Kombat* games. For instance, *Kombat* veterans will remember how early versions of *MK 2* and *MK 3* had crash bugs caused by various Fatality commands. *MK 4*'s current release, version 1.0, is an absolute mess, and while crash bugs have yet to rear their ugly heads, it's still arguably the most bug-ridden, unfinished arcade game ever released.

The biggest glitch is the frequent and annoying habit of player 2's block button to simply not work. This is especially noticeable during matches against Quan Cheap, er, Quan Chi; he can teleport stomp against player 2 almost with impunity. In brief, other bugs include mysterious graphic breakup, the computer's occasional knack for getting back up even after being defeated, the seemingly random ability of one player or the other to attack even before the round has actually started, and a strange glitch which can trap the player in the corner behind the wall.

Not only this, but the current version lacks a "final boss" encounter (it's unclear whether Shinnok will be the last boss, but smart money says he won't be, with Goro at the top of the candidate list), endings are of course nowhere to be found, and according to sources, few of the Fatalities have yet to be included. Stay on the lookout for a new version, which should hopefully be out by the time you read this with substantially crisper, cleaner, more komplete gameplay.

Notice how Quan Chi (on the right) is sort of "inside" the wall? Well, that's because he is! One of the many cute glitches in version 1.0. for YOU.



Another aspect of the incomplete version, Group Battle mode is not yet properly working, and if you look closely you can see that Noob Saibot's picture is where Jarek is supposed to be.

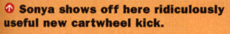


MK 4 expands the "Choose Your Destiny" system with five different difficulty paths, each one containing four different variations! However, play to the end of any of these paths in version 1.0 and you're sole reward is a text message: "Good Job!"

RETURNING FIGHTERS

MK 4 brings back six of the most popular powermongers from previous versions: Sub-Zero, Scorpion, Raiden, Liu Kang, Sonya, and Reptile. Overall, they are largely unchanged. If anything they seem to have lost moves. Sub-Zero still has his Slide, Iceball, and a severely weakened Ice Clone, but his Ice Shower is gone. Scorpion's Spear and Teleport are still around, but his Leg Grab's been cut. Liu Kang retains all of his moves. Sonya is blessed with a new, extremely useful Cartwheel Kick. Finally, Reptile's been hurt the worst – while his Acid Spit's range has been increased into a drenching shower, his Forceball is nowhere to be found. Let's hope some of these moves come back in the next revision!





Sonya shows off here ridiculously useful new cartwheel kick.



Reptile can now shower his opponents with a spray of acid, and the move can be repeated easily for a nasty keep-out tactic.







The popular stand-bys return with most of their klassic moves intact, such as Sub-Zero's Iceball and Raiden's Superfly.

NEW KOMBATANTS

MK 4's new warriors, overall, are a much better-designed lot than the group we got in *MK 3*. Now, some players may have enjoyed that line-up, but to me the robots and Woody Harrelson look-alike cop in particular just DIDN'T FIT THE THEME, okay? You got a problem with that? These guys are all dark, mysterious, evil-looking, and appropriate to the *Mortal Kombat* mood.



SHINNOK

In *MK 4*'s story, Raiden talks of an ancient battle against the evil overlord Shinnok, which caused the death of an entire civilisation and predated even the conflicts with Shao Kahn. Now Shinnok is back and looking to conquer Earth. Surprisingly though Shinnok seems to be the central figure of *MK 4*'s story. He's an immediately selectable character, and might not be the last boss (hard to tell since there are no endings yet). He has no special moves of his own, but he can impersonate any of the other characters for a limited time much like Shang Tsung's morph techniques.



TANYA

For pure entertainment, nothing beats using Tanya, as she has more voices than any other character. Her moves include a ground fireball, an air fireball reminiscent of Sindel, and a flip kick. She is a scantily clad, amazon-lookin' warrior.



JAREK

It's hard to describe this rugged individual, but he reminds me of some kind of hardy lumberjack. He only has two moves, and that's all he needs: a Kano-like rolling spin attack, and a Jax-like ground stomp.



KAI

My favourite new warrior, he has the lift-up power of Kitana and then some. He can bust you into the air with a ground fireball, rain a fireball down on your head, or fly through the air with an ascending Wave Punch. In a very unique manoeuvre, he can also "switch fighting modes" by running around on his arms and attacking with all kicks. In this style the pirate is ultra fast and able to land leg throws, but very vulnerable because he can't block.









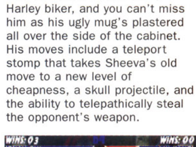
FUJIN

This effeminate, mystical fighter relies on aerial attacks and his ability to control the wind. He can lift you up from a distance on a gust of air, then slam you to the ground and bounce you over his head (setting up any number of juggle kombos). He also employs a rapid Vacuum Spin and a dive kick, both throwbacks to Kung Lao's moves.



QUAN CHI

This maniac (fondly known as "Quan Cheap") looks like a cross between Uncle Fester and a Harley biker, and you can't miss him as his ugly mug's plastered all over the side of the cabinet. His moves include a teleport stomp that takes Sheeva's old move to a new level of cheapness, a skull projectile, and the ability to telepathically steal the opponent's weapon.





FINISHING MOVE

If Midway want us to take *MK 4* seriously, they'd better patch this puppy up (and quickly). I'll reserve final judgment until then, and view this version as what it is – a work in progress. For fans of the series, this version just might reignite arcade *Mortal* mania all over again!

SLASHER QUAN



NEW GAMES

A jam-packed New Games section this month, as we reveal the hottest stuff at the recent Tokyo Game Show, as well as some of the amazing games that made it to London's ECTS show. Christmas is gonna be hot!

70% COMPLETE | PlayStation | RPG | BY CAPCOM | CHRISTMAS (JAPAN) | 1 PLAYER

ROCKMAN DASH

Capcom's newest game is a 3D exploration RPG adventure game based on the *Rockman* world. You can move in any direction and rotate the view point as you wish, for complete freedom of control. Your character is capable of kicking, shooting and climbing etc. By exploring places, solving puzzles, collecting items and shooting enemies, you progress through the story. All the monsters and giant robots are well animated with very smooth graphics. The whole game has a cartoon feel to it with Capcom adding so much detail into every scene that you just have to be impressed. Due for a Christmas release in Japan.



This is unlike any of the previous *Rockman* (*MegaMan* to us) games.

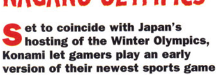




The characters also look completely different from the other games.

30% COMPLETE | NINTENDO 64 | WINTER SPORTS | BY KONAMI | MID '98 RELEASE | 1-4 PLAYER

NAGANO OLYMPICS



Set to coincide with Japan's hosting of the Winter Olympics, Konami let gamers play an early version of their newest sports game at the Tokyo Game Show. With over 10 individual sports (including speed skate, snowboard, bob-sleigh and curling) to choose from, this game is like several different sports games all in one. There's plenty of lastability as each particular sport needs to be thoroughly mastered. There's 16 countries to choose from (including England and Japan) so there's plenty of hot international competition to face.









The view switches depending on the action.



Explosions are commonplace in *Metal Gear*.



30% COMPLETE | PlayStation | ACTION GAME | BY KONAMI | CHRISTMAS RELEASE | 1 PLAYER

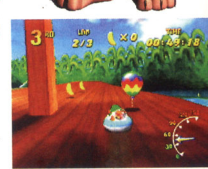
METAL GEAR SOLID

As development progresses on this game, the Konami team are pulling out all the stops. All the weapons found in the game can be used but it's not just a name change, the effects are all too realistic. The development team used military gun catalogues from America to help them in their research and in June they went to America to actually fire some of them as well. One example of this realism is depicted in the grenades. Even after you've pulled the safety pin out of the grenade you can still keep moving about until you throw it. New team members include ex-soldiers who are giving invaluable advice on military tactics and the latest hi-tech weaponry available.

90% COMPLETE | NINTENDO 64 | KART RACING | BY RARE | DEC RELEASE | 1-4 PLAYERS

DIDDY KONG RACING

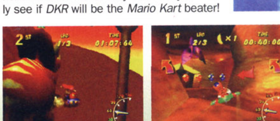
It's been in development for nearly two years now, and yet Rare have managed to retain it as one of the best kept secrets in the industry. Now, in a blitz of publicity, *Diddy Kong Racing* is going to hit Nintendo 64 in a big way. The game is split into two main gameplay styles. The main one is Adventure which puts you into a level which has balloons hidden inside it. Collect the balloons to opens up doors to the main game where the real racing levels are. The second is Track mode which let's you pick a specific course and race against the computer on it. The only catch is, that you have to have found the circuit in the Adventure game for it to be accessible. Characters from the newest of Rare's titles are available to race as with Diddy obviously being the major player. Others include Banjo from *Banjo Kazooie* and Conker from *Conker's Quest* fame. You also have the choice of three vehicles – a car, a plane and a hovercraft. There are four worlds (one of which is hidden) that you have to battle through and once gold has been achieved on all of the tracks in one world, you go on to race some rock hard boss characters. With the game nearly complete now, we'll be featuring a huge review in the next month's issue. Only then will you really see if *DKR* will be the *Mario Kart* beater!













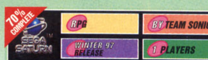




30% COMPLETE | PlayStation | 3D ADVENTURE | BY KONAMI | MIDDLE 98 RELEASE | 1 PLAYER

CASTLEVANIA 3D

Just to show that development is proceeding smoothly, Konami released new information about the game to further wet the appetites of all N64 owners.
This time they introduced the four characters that are selectable in the game (it is possible that more may be unveiled at a later date). The main hero is called Schneider, a hardened vampire killer. Not surprisingly his main weapon is a whip. Other players include the mysterious Cornel who appears to be a werewolf! By using his shape changing abilities he should have a variety of unique skills – in human form he is incredibly acrobatic. Carrie is a young woman who has some kind of magical energy inside her. And Corler is a tough fighter!



SHINING FORCE III

Using the "Synchronicity System" the new *Shining Force* adventure is split up into three scenarios: Part 1 is released in Winter 1997, Part 2 in Spring, 1998 and Part 3 in Summer, 1998.
Although the scenarios take place one after another with different characters in different locations, the outcome of one scenario effects the next scenario. Your actions have a direct influence on the future. Besides this new game feature, the graphics have also been enhanced. Utilising full polygon modelling, all the battle scenes come to life with dramatic camera work and spectacular 3D effects. All the map areas are viewed in realtime with smooth and dynamic animation.

60% COMPLETE | SEGA SATURN | WRESTLING | BY SEGA | OCT RELEASE | 1-2 PLAYERS

ALL JAPAN PRO WRESTLING: FEATURING VIRTUA

With this year being the 25th anniversary of the All Japan Pro-Wrestling Federation in Japan, SEGA have decided to release a wrestling game.
However, compared to other wrestling games, SEGA have decided to go for unprecedented realism. With famous pro-wrestlers from Japan (Giant Baba) and from around the world (Jonny Ace) participating in the development, the latest motion-capture technology has been used to create super realistic wrestling action. In addition, two characters (Wolf and Jeffry) from the World's most popular fighting game, *Virtua Fighter,* have been added to create the dream match of real vs virtual!! Coming soon in October!



70% COMPLETE | PlayStation | RETRO COLLECTION | BY NAMCO | CHRISTMAS 97 RELEASE | 1-2 PLAYERS

NAMCO MUSEUM ENCORE

Although Namco officially finished the *Namco Museum* series at No.6, such was the overwhelming demand from players to have even more classics, Namco have kindly given us No.7.
And it could just be the best one of the series. There are seven games in this Museum: *King & Balloon, Motos, Sky Kid, Rolling Thunder, Rompers, Dragon Saber* and *Wonder Momo.* Ranging from 1980 to 1990, there is a fair spread of styles from the graphically simple yet addictive *King & Balloon* all the way to the impressive *Dragon Saber* which has its full original BGM as well. All these games were past arcade games, but some have aged more than others.






50% COMPLETE | PlayStation | 3D PLATFORM | BY NAMCO | CHRISTMAS 97 RELEASE | 1 PLAYER

WIND OF KRONA

Looking at the screen shots you'd be forgiven for thinking that this is just another platform game. However, if you see it moving you'll soon realise that this is far from an ordinary game. Utilising Namco's polygon expertise they have created a beautiful fantasy world where everything comes alive. Almost all the scenery moves in some way or other and as the game proceeds, and you'll often move in and around the objects and buildings you thought were just background. Well judged camera-work always ensures you know exactly where you are and imaginatively designed stages always keep you interested. An excellent 3D action adventure game coming this year!



Namco look set to give us a top platformer. We trust 'em!



60% COMPLETE | NINTENDO 64 | BASEBALL | BY NAMCO | CHRISTMAS 97 RELEASE | 1-4 PLAYERS

FAMISTAR 64

Namco's debut on the Nintendo 64 is the very popular baseball game, *Famistar.* Having enjoyed reasonable success on the Super Famicom it was a natural choice for Nintendo's new console.
Similar to most baseball games on the N64, it makes full use of the 3D stick to enhance the batting gameplay. There are interesting little touches such as full-sized steam train flying around the stadium if you hit a home run, that add that touch of flair you'd expect from the N64. Obviously, being a baseball game there's only so much one can do to technically distinguish it from other baseball games, but in Japan at least it'll be a sure hit.



60% COMPLETE | PlayStation | RACING GAME | BY SONY | EARLY 98 RELEASE | 1-2 PLAYER

GRAND TURISMO

SCE's big game at the Tokyo Game show was the real driving simulator that takes realism to new levels. With ten car manufacturers participating (offering a total of 87 different cars) and the extensive tune-up options in the simulation mode there are hours of fun both on and off the track.





In arcade mode, you can enjoy unparalleled racing excitement with super realistic handling and accurately simulated suspension and grip. In addition, SCE emphasise that all the cars' engine noise is a perfect reproduction. The two player split-screen mode and the replay mode are just two of the many extra features incorporated.







CHOCOBO'S MYSTERIOUS DUNGEON

With the strong popularity of Japan's favourite yellow bird (it even appeared in *Tobal 2*) it was only a matter of time before it got it's own game.

Based in the fantasy world setting of *Final Fantasy* all the creatures that appear will be familiar to most fans of the series. Simply put, you control the Chocobo and explore the dungeon. The mysterious part is that each time you go into the dungeon it changes! Items change places, monsters move around and even the map alters! In this way you can play as much as you like because it's a different experience every time. As with most RPGS, the idea is to solve puzzles and complete an adventure while raising your Chocobo to be the most powerful bird in town!

55% COMPLETE · PlayStation · FIGHTING GAME · BY SQUARESOFT · EARLY 98 RELEASE · 1-2 PLAYER



SOUKAIGI

This was Square's surprise game announcement at the Tokyo Game Show.

From the producers of *Bushido Blade* comes an all new fantasy combat game with incredible graphics and breath taking 3D combat action! As before, everything is modelled in full polygons with characters being able to take advantage of the 3D playing field with complete freedom of movement. This time around not only can you wield a weapon, you can also use magic as well to defeat all sorts of monsters and villains. Some of the most impressive effects come as you fly around the stages. Certainly, one of the top Square games to be released this year.

30% COMPLETE · Nintendo 64 · CORRIDOR · BY LOBOTOMY · AUTUMN 97 RELEASE · 1 PLAYER

TAMAGOTCHI WORLD

For the first time, Bandai have released actual video footage of the ultimate incarnation of the tamagotchi series.

Running on the Nintendo 64 we can say that this version will be the definitive tamagotchi game with all new features to make you drool. First of all there are over 50 types of tamagotchi! These include never before seen types!! The whole world revolves around a board game. As you go around the board, the squares you land on have different events which effect your tamagotchi. Events include a Casino and a Horror house so you can expect some zany comedy antics from these other-wordly creatures! The game is full of mini games so unlike the real thing it should keep you interested for a lot longer.

30% COMPLETE · PlayStation · CORRIDOR · BY LOBOTOMY · AUTUMN 97 RELEASE · 1 PLAYER

DAM DAM STOMPLAND



This great looking game is based on the simple principle of jumping on your opponents shadow where each time you jump on somebody's shadow that person flies off to never-never land. Now then, all these goings on are in place called the Stomp Land where not surprisingly all this jumping makes the "DAM DAM" noise. There are a variety of strange places in existence such as a factory, a sweet country or the cratered surface of Mars! Some of your opponents are robots but there are also other strange aliens and monsters as well. Due to the strangely individual nature of each world everyone's shadow is not always fixed so a variety of tactics need to be mastered!



75% COMPLETE · PlayStation · RPG · BY SQUARESOFT · CHRISTMAS 97 RELEASE · 1 PLAYER

PARASITE EVE

Square's next epic action RPG must be progressing well as they've been able to release full details of the opening sequence.

Set around Christmas, 1997 in New York, the heroine arrives at Carnegy Hall to watch an opera. However, things go horrible wrong as the NMC (Neo Mitochondia Creature), a microscopic entity, makes its first attack against mankind! With the strong link between the game's story-line and Christmas it's looking likely the game will be released before Dec 25th. Unplayable at the Tokyo Game Show huge crowds gathered around the Square booth to watch the ever impressive CG rendered demos that they're famous for.

30% COMPLETE · PlayStation · ROBOT BATTLE · BY BANDAI · SPRING 98 RELEASE · 1-2 PLAYER



CYBER EGG BATTLE CHAMPION

Bandai's latest creation is a 3D action robot fighting game. Battle deadly and powerful robot monsters over a wide variety of worlds with your robotic punch and kick.

Use your mighty jump to leap into the air in order to search the area for enemies or increase the strength of your attack as you come hurtling down. After clearing a stage you can level up your robot with new parts to make it stronger. In addition, you can customize the settings of the parts to match the characteristics of the field stage. Such stages as the water world, sky city and outer space zone will test your robot's endurance to the full so you need to make sure it's tuned-up appropriately. With bright colourful graphics this comical action game is fun for all.

30% COMPLETE · Nintendo 64 · CORRIDOR · BY LOBOTOMY · AUTUMN 97 RELEASE · 1 PLAYER

BOMBERMAN 64

Without doubt one of the best looking *Bomberman* games from Hudson and certainly a much needed addition to the Nintendo 64 software library. This game has all the elements you would expect from *Bomberman* with both puzzles and mysteries and exciting action and adventure. The adventure spans 5 different worlds (Green Garden, Blue Resort, Red Mountain, White Ice and Black City) each of which offers an incredible variety of obstacles and opponents. After you finish the Story Mode you can enjoy the Battle Mode which also has 6 different stages. All in all a must have!

30% COMPLETE · Nintendo 64 · HELICOPTER SIM · BY SETA · CHRISTMAS RELEASE · 1 PLAYER

WILD CHOPPERS:

Take control of warriors fighting against armed military terrorists. Taking control of 8 battle helicopters, each with different capabilities, you must choose the best one for each mission and destroy the enemy. Realistic battle scenes and a new 3D stick movement sensation are some of the new features packed into this game. Depending on the scenarios, there are also specific missions to be accomplished. With 7 missions spread over 5 stages there's plenty of action to keep you coming back for more. It now incorporates the N64 rumble pack as well!










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DAVID JAMES
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FANTASTIC PULL-OUT GUIDE

SEGA GO NUTS IN BRAZIL!

SEGA



Television ads, press conferences, interviews and a completely new outlook on the way Sega run their business. All is answered on this page.

Next time you venture into your local store to buy a Saturn game and all you come across is row upon row of PlayStation games, spare a thought for the people of Brazil. The Megadrive is still the driving force behind Tec Toy (the distributor of Sega games), and even the Master System still has a large amount of money making potential. The Saturn is available to the public, but having only just dropped in price to US$399 from the original price of $899 a shot, they're not exactly flying off the shelves. This may make the situation sound bleak, which it is far from, as Tec Toy are a booming company at the moment. But when you consider some of those facts, then the hundred quid you can now pick a UK Saturn up for doesn't sound so bad.

CRUMPET GALORE! TOTTY AT THE VERY TOP OF THE PECKING ORDER.



This is a regular sight on Steve's private beach, just off his multi million pound mansion. Oh and you might see it in Rio as well.









SEGA IN BONDAGE SHOCKER!

With the Saturn needing a new kick up the butt to get the gamers going Brazil nuts over *Daytona*, *Virtua Fighter* et al, Tec Toy have put into action their huge new marketing strategy. Three commercials are going to be broadcast from the 28th September for two weeks, and already you're probably wondering we're telling you this. Well our very own Mr. Key is starring in one of them! The commercial, which will only be aired in Brazil features our Steve turning an incredibly fat woman from a maid into a leather clad bondage gal and finally into a leather chair. And all because she disturbed him playing *Daytona*! Doh!



The Rio Palace hotel is situated on the Copacabana beach front. That means...



...that views like this are commonplace from the hotel. You won't get that at Butlins.



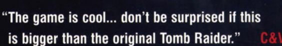
This statue is called Corcovado and is one of the most famous tourist sights in Rio.

!?! !?! WHAT'S THE STORY? !?! !?!

The Master System was released in Brazil in 1989 and since then, understandably, has picked up a huge installed base. So MS games are guaranteed sellers. The Megadrive is Tec Toy's biggest selling console so far this year, and the games are priced quite well at US$50 and only US$35 for Master System games. These translate as roughly £30 and £25 respectively, about the same sort of price you can pick them up over here. But with Saturn games still commanding a high price tag, the chances of immediate success are slim. Just count yourselves lucky when you walk into a shop and see Saturn games for £35. Because it doesn't happen in Brazil.

FIGHTING FORCE™





"The game is cool... don't be surprised if this is bigger than the original Tomb Raider." C&VG





"Fighting Force looks to be every bit as groundbreaking as Tomb Raider..." Official PlayStation Magazine

"Ever dreamed of playing Final Fight in 3D? Wake up! The future's here and Core Design is about to deliver a knockout punch." Play



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PC CD



EIDOS INTERACTIVE

THE HOTTEST GAMING GOSSIP FROM AROUND THE WORLD!

computer and video games

November 1997

FREEPLAY

Issue 19



PARAPPA WORLD TOUR! HIS DAD TELLS ALL TO CVG!



It was CVG's highlight at the ECTS show. Not *Blade Runner*, not *Burning Rangers*, not *Quake 2* But, an interview with the creator of *PaRappa the Rapper*!

With a Japanese pop career spanning ten albums, Masaya Matsuura is the man who made *PaRappa* – the rhythm/action game that sent Japan into a PlayStation-buying frenzy last Christmas. Now the Hip Hop Hero is heading west coast way! First, Matsuura first demonstrated his skill for the game – rappin' 'cool' on a giant PlayStation pad in front of crowds. No cheap button bashing either, this really was cool rapping! Then we got to discuss *PaRappa*'s creation, the possibility sequel, and even taking PaRappa on tour!

***CVG:* How did you come to work for Sony?**
MM: I was signed to Sony Music, so I knew PlayStation was coming out. It took several years to develop the hardware though, (and details) were a little foggy. So I made software for PC.
***CVG:* You made *PaRappa* for PC?**
MM: My music career started with computer composing in 1983. The environment wasn't sophisticated like now. It's good to create using ready-made software, but I got frustrated because it always sounded the same. Theatre has its own music, a singer has their own voice, but computer music doesn't have its own system. So I made a CD sampler on PC. I tried remixing on this software and found rap music very funny to play on the computer. This is the basis of *PaRappa*'s creation!
***CVG:* *PaRappa*'s sound changes depending on your performance. How?**
MM: PaRappa doesn't use midi (internal sound chip), its soundtrack is played on CD. It has four different tracks of the same type, for cool, good, bad and awful. Play 'cool' and the other tracks aren't heard. If the score system decides you're not good, this cool track disappears and another comes in.
***CVG:* Did you or Sony have to work out how to do this on PlayStation?**
MM: After my development on PC, I branched into (Philips) CDi. I'd already done a prototype of the mix on CDi, similar to *PaRappa*'s tracks changing. After the PlayStation came out, I asked Sony's people the difference between CDi and PlayStation, so I could become accustomed to PlayStation.
CVG: Do you have any more ideas for 'weird' types of games?
MM: I'm doing a secret project on PlayStation, but I can't say anymore.
***CVG:* Are you doing *PaRappa 2*?**
MM: Ah, big secret.
***CVG:* Are you more interested in making games or music?**
MM: I don't think of games and 'others' having a difference. I want to make fun. After I make something, people say "it's a game" or "it's not a game". This is the situation with *Parappa*. I don't care about that.
***CVG:* Did any particular bands inspire you when making *PaRappa*.**
MM: I did *PaRappa*'s soundtrack with several musicians and one was a DJ. He doesn't use instruments, just records. After his creation, many pre-recorded soundtracks were include in *PaRappa*, but you can imagine the problem of rights. We couldn't use original tracks, so I spent a long time resolving this problem. If you have much knowledge about music you can imagine what the originals were.
***CVG:* You did a little performance out there to a small audience. Ever have dreams of doing it in Wembley Stadium?**
MM: Oh no, stop it! (laughs) Even that for me, it's big, you know. You can't understand how nervous I am, demonstrating on stage. I do a live show with an unusual music style. I play the keyboard for the songs, but sometimes I make mistakes. But for this kind of demonstration I am the producer and musician. I know much about *PaRappa*'s system, so I couldn't lose!
***CVG:* Would you tour with *PaRappa*?**
MM: Someone has spoken about that. At the end of this year Sony Computer's people are thinking about a live show with *PaRappa*.
***CVG:* Would you feel worried if someone else did *PaRappa 2* or *3*?**
MM: Yeh sure. Although Enix is doing a game like *PaRappa* (called *Bust-A-Move*, see New Games). At the last Game Show in Japan they presented it. But the game system is not secret.
***CVG:* What did you think of *Digital Dance Mix*?**
MM: Ah, it's great.
***CVG:* Sony Europe are doing a Spice Girls game. Have they asked you to help them out with it?**
MM: No.
***CVG:* Would you do it?**
MM: I'd think about it (laughs).



THE RED-HOT RUMOURS DEPT. IT'S BURNIN' BABY!

- Lobotomy Software have got their Saturn *Quake* engine running on PlayStation at 30 frames per second – smoother than Saturn! Apparently a two-player split-screen mode wouldn't be too much trouble. It's been shown to GT Interactive who are currently considering Rage for the conversion (the team who did cruddy Saturn *Doom*).
- Following a new agreement, all of Capcom's new arcade games will be made for Sega's consoles. Capcom are also going to use Sega's Model 3 hardware for their new coin-ops, starting with the new *Street Fighter EX*.
- Sony have licensed all future games featuring Lara Croft. Future *Tomb Raider* games will now only appear on PlayStation. and PC.
- *Final Fight EX* will be released in the arcades next year. Details are unknown, but a Model 3 scrolling 3D fighting game is likely.
- Namco are set to release *Micro Machines V3* in Japan.
- Lobotomy's first N64 game, *Aquaria*, already looks fantastic. The graphics run at 60fps and are apparently some of the best seen. Enix are converting the game to PlayStation.
- Activision want Lobotomy to convert *Hexen 2* to the consoles.
- Famous rap stars are to do the music for *PaRappa the Rapper 2*.
- *Blade Runner* and *Carmageddon* are both coming to PlayStation.

READERS MOST WANTED CHART

The place where you shout out for what you want. And right now you're shouting for more Lara Croft!

1	TOMB RAIDER 2	PS/SAT
2	RES EVIL 2	PS/SAT
3	TEKKEN 3	PS
4	ZELDA 64	N64
5	FFVII	PS
6	VF3	SAT
7	TIME CRISIS	PS
8	HOUSE OF THE DEAD	SAT
9	F-ZERO 64	N64
10	F1 97	PS/SAT/PC

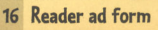
Missing out by a a hair this month were *Sonic R*, *Quake 2*, *Sega Touring Car*, *Saturn Quake*, *NiGHTS 2* and *Grandia*. We had some decent silly ones too this month, such as *Theme CVG*, Exorcist on video (what, you haven't got it?), *Whores of Babylon* (erm), *Zool 64* (oof) and Elvis Sideburns (?). We refuse to mention *Worms 2*, oh sh... Keep sending them in or you can forget your mail being printed, got it?

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computer and video games

OFFICIAL CHART ROUND-UP

UK MULTI-FORMAT SALES TOP 20

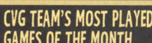
THIS	LAST	TITLE	FORMAT	PUBLISHER
1	**1**	**V-RALLY**	**PLAYSTATION**	**OCEAN**
2	4	LITTLE BIG ADVENTURE 2	PC CD-ROM	EA
3	2	DUNGEON KEEPER	PC CD-ROM	EA
4	5	ISS PRO	PLAYSTATION	KONAMI
5	9	ALIEN TRILOGY: PLATINUM	PLAYSTATION	ACCLAIM
6	8	WORMS: PLATINUM	PLAYSTATION	OCEAN
7	7	TOMB RAIDER	PLAYSTATION	EIDOS
8	12	ROAD RASH: PLATINUM	PLAYSTATION	EA
9	13	CHAMPIONSHIP MANAGER: DOUBLE PACK	PC CD-ROM	EIDOS
10	11	BUST A MOVE 2: PLATINUM	PLAYSTATION	ACCLAIM
11	19	RAYMAN: PLATINUM	PLAYSTATION	UBI-SOFT
12	10	MARIO KART 64	NINTENDO 64	THE GAMES
13	RE	C&C: COUNTERSTRIKE	PC CD-ROM	VIRGIN
14	RE	DIE HARD TRILOGY	PLAYSTATION	EA
15	NE	REBEL ASSAULT 2: WHITE LABEL	PC CD-ROM	VIRGIN
16	18	C&C: RED ALERT	PC CD-ROM	VIRGIN
17	3	ATOMIC BOMBERMAN	PC CD-ROM	INTERPLAY
18	NE	DIG: WHITE LABEL	PC CD-ROM	VIRGIN
19	NE	WARCRAFT 2	PLAYSTATION	EA
20	RE	MICRO MACHINES V3	PLAYSTATION	CODEMASTERS

JAPANESE MULTI-FORMAT SALES TOP 10

1	**DERBY STALLION**	**PLAYSTATION**
2	LAST BRONX	SATURN
3	LANGRISSER IV	SATURN
4	LADY GOLF	PLAYSTATION
5	ROCK MAN X4	PLAYSTATION
6	POCKET MONSTER	GAMEBOY
7	MOBILE SUIT GUNDAM - ONE YEAR WAR	PLAYSTATION
8	TAMAGOTCHI	GAMEBOY
9	SAGA FRONTIER	PLAYSTATION
10	MONSTER FARM	PLAYSTATION

AMERICAN MULTI-FORMAT SALES TOP 10

1	STAR FOX 64	NINTENDO 64
2	TRIPLE PLAY '98	PLAYSTATION
3	WORLD SERIES BASEBALL '98	SATURN
4	WILD ARMS	PLAYSTATION
5	SHINING THE HOLY ARK	SATURN
6	SYNDICATE WARS	PLAYSTATION
7	MARIO KART 64	NINTENDO 64
8	HERC'S ADVENTURES	PLAYSTATION
9	DYNASTY WARRIORS	PLAYSTATION
10	TEKKEN 2	PLAYSTATION



1	**QUAKE**	**PC CD-ROM**
2	FINAL FANTASY VII	PLAYSTATION
3	TOP SKATER	ARCADE
4	GUN BULLET	PLAYSTATION
5	QUAKE 2	PC CD-ROM

COMPUTER & VIDEO GAMES MOST RECOMMENDED!

You're looking for a game to buy, right? Here are the best games to get this month.

SATURN UK TOP 5

1	DUKE NUKEM 3D	SEGA
2	MARVEL SUPER HEROES	VIRGIN
3	RESIDENT EVIL	SEGA
4	SONIC JAM	SEGA
5	DRAGON FORCE	SEGA

SATURN IMPORT TOP 5

1	SONIC R	SEGA
2	SILHOUETTE MIRAGE	TREASURE
3	LAST BRONX	SEGA
4	GRANDIA	GAME ARTS
5	MARVEL SUPER HEROES	CAPCOM

PLAYSTATION U.K. TOP 5

1	PARAPPA THE RAPPA	SONY
2	CASTLEVANIA S.O.T.N.	KONAMI
3	F1 '97	PSYGNOSIS
4	STREET FIGHTER EX PLUS	VIRGIN
5	ODDWORLD: ABE'S ODDYSEE	GT INTERACTIVE

PLAYSTATION IMPORT TOP 5

1	FINAL FANTASY VII (US)	SQUARESOFT
2	GUN BULLET	NAMCO
3	COOL BOARDERS 2	UEP SYSTEMS
4	STREET FIGHTER EX PLUS	CAPCOM
5	XENOGEARS	SQUARESOFT

PC TOP 5

1	HEXEN 2	ACTIVISION
2	TOMB RAIDER 2	EIDOS
3	CURSE OF MONKEY ISLAND	VIRGIN
4	JEDI KNIGHT: DARK FORCES 2	VIRGIN
5	BROKEN SWORD 2	VIRGIN

NINTENDO 64 TOP 5

1	GOLDEN EYE	THE GAMES
2	LYLAT WARS	THE GAMES
3	ISS 64	KONAMI
4	BLAST CORPS	THE GAMES
5	MARIO KART 64	THE GAMES

NINTENDO IMPORT TOP 3

1	TUROK (GERMAN)	ACCLAIM
2	BOMBERMAN 64	HUDSON
3	EXTREME G	ACCLAIM

16 BIT TOP 3

1	SONIC 3D	MEGADRIVE
2	MARIO KART	SNES
3	GUNSTAR HEROES	MEGADRIVE

ARCADE TOP 5

1	TOP SKATER	SEGA
2	HOUSE OF THE DEAD	SEGA
3	THE LOST WORLD	SEGA
4	KING OF FIGHTERS '97	SNK
5	VAMPIRE SAVIOUR	CAPCOM3

CVG'S TOP 10 GAME SPEECH MISQUOTES

1 ATTACK THAT SQUIRREL JET! - KEN (SF2)
2 I'M A BISCUIT! - RYO (KOF 95)
3 WIKKI IS THE POO! - TOAD (JAP MARIOKART 64)
4 YA MOTHER'S CRAP! - BAHN (FV)
5 LORD LUCAN! - RYU (SF2)
6 DUKE NUKEM! - SAKURA (SFA2)
7 CHEESE SLICE! - CYCLOPS (X-MEN)
8 EXTRA PEPPERADE! - WOLVERINE (X-MEN)
9 SNAGGLEPUSS! - ADON (SFA)
10 VERY STRONG NiGHTS - REALA (NiGHTS)

VIDEO GAMING

Rich Leadbetter's

Retro Ninja Reggae Dojo

With MicroGoblin Dave Kelsall "off on holiday", it's down to the Master Rich Leadbetter to bring you this month's collection of old has-been games.

It might interest you all to know that the MicroGoblin waited until I'd had a few too many Ribenas at the EMAP summer party before he asked me to "do" the cabin in his absence. But hey – it's an honour. No, really. It is. *Really.*

So here's a bunch of ancient coin-ops and suchlike that still spring to mind from my mis-spent youth. Some of the best games these days come from the people who defined what videogames were all about in the early eighties - Namco, Sega, Williams (well maybe not the last one)... but what on earth happened to Atari? Williams bought them actually. The two companies redefined arcade gaming and now... now they are one glorious whole! Oh yes.

A piece of gaming history is Williams' mega *TAPPER*. The aim here was really simple. You were a barman and you basically had to run between bars, filling up pints (it was sponsored by Budweiser!) and sending them flying at the ever-thirsty customers (some looking much like Jaime Smith and Ed Lomas!). And don't forget to collect those empties! Despite its really simple gameplay, *TAPPER* remains absolutely brilliant... and if you don't have access to the coin-op (or an emulation thereof), you'll be as pleased as punch to discover that US Gold's C64 and Atari translations were equally cool.

***TAPPER.* Refreshes the parts.**

Some awesome Atari classic I can remember include the mind-numbingly ace *CRYSTAL CASTLES* – a kind of precursor to *MARBLE MADNESS* with a less refined 3D style to the graphics. *PAC-MAN* style gameplay was the order of the day here, only this time a trackball was used to guide the main character, Bentley Bear, around. This is still a decent blast today.

***CRYSTAL CASTLES.* Bentley.**

PAPERBOY and *720* were other epochal Atari titles before the rot set in (*TOOBIN'* anyone?), but my favourite game of the period is definitely *GAUNTLET* – the first simultaneous four-player arcade game in the world! This stunning maze-based game had definite Dungeons & Dragons overtones with four different classes of character: warrior, elf, wizard and valkrie. This was probably the first videogame ever to feature real teamplay (Megadrive owners should make a beeline for *GAUNTLET IV* which featured an RPG-style quest in addition to the basic conversion). Put simply, *GAUNTLET* was arcade gaming at its best – probably Atari's highest point before the start of their downfall. Oh well - enough! Dave Kelsall will be back next month with more retro goodies and I haven't got any more space for my planned Capcom bit (with bur-illiant games like *BLACK TIGER*, *COMMANDO* and er, *VULGUS* lined up) but hey - maybe next time eh?

***GAUNTLET.* Atari's gaming highpoint.**

Remember *GAUNTLET*'s speech? "Ed now has temporary repulsiveness!"

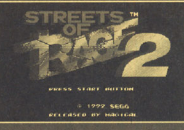
BANJO KOSHIRO

What have *REVENGE OF SHINOBI*, *STREETS OF RAGE* and *STREETS OF RAGE 2* got in common? Apart from the fact that they're all brilliant Megadrive games, they all have music by Japan's Yuzo Koshiro. In his day (the early nineties) he orchestrated some of the finest techno soundtracks heard on Megadrive and indeed Super NES (*ACTRAISER* was a classic). In fact, Koshiro ripped out the sound circuitry in the Megadrive and actually made it part of his studio. His in-game soundtracks went on to become top sellers in CD format in Japan. But where is he now eh? EH?



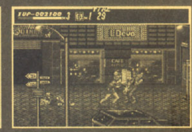


SHINOBI (above) sported top ninja tunes. The *RAGE* series (below) went all bangin' techno. Wicked!









MASTER'S CYBERSPACE PICKS

There's a huge amount of retro stuff on the Internet, as Dave has been covering over the last six or seven Cabins. My favourite sites are as follows... First of all, you've GOT to bookmark the EMU news home page (http://members.aol.com/emunews/index.htm). This has full-on info on every emulator for every system ever devised! Probably the best emulator is MAME, which reproduces over 230 arcade games perfectly on PC, Mac and even Amiga! There are tons of MAME pages about, but I suppose my favourite is Lord 13's MAME page (http://people.mw.mediaone.net/l13/mame1.html). This'll sort you out with a huge amount of brilliant games to try out!

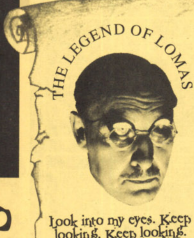
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TIPS.CVG@ECM.EMAP.COM

PLAYSTATION

RAGE RACER

Robert Gaskell from Harpenden's been working hard to come up with some excellent cheats. His first is for *Rage Racer*. To get yourself masses of cash, complete all four tracks in all the classes, then after the credits finish go back to Grand Prix mode. Go to class 5 and during the start countdown ("3, 2, 1") pause the game and exit. Now select **class 1** and go to car select then car shop. You should have 999999999eg!

SOUL BLADE

Robert Gaskell has also pointed out something from *Soul Blade* that we've never noticed. In arcade mode choose Sophitia and when the game is loading (the Sophitia vs whoever screen) hold **Square+Triangle+Circle** until her skirt changes colour.

INTERNATIONAL TRACK AND FIELD

Although it's not of any practical use, you may be interested to hear that **Robert** also knows how to move the on-screen displays. While playing, pause the game and hold **L1+L2+R1+R2+Triangle, then press Up or Down** to move the displays at the top of the screen. Hold **L1+L2+R1+R2+X, then press Up or Down** to move the bottom displays.

V-RALLY

Some of our tips letters are getting very obscure. This one from **Oliver Goldsmith** is almost written in short-hand, but see if you can get anything useful out of it. "Tip:- *V-Rally '97* found extra car, Toyota Celica, 160mph:- Complete championship on Easy, Medium, Hard, then go to Time Trial, go on first Corsica track on arcade section. Set a lap time of under a minute. On next lap you will spot a little road open on the right side of the track. Go down it and you will see the Toyota Celica floating in the air. You can save it to memory card." Doubleplusgood Oliver.

COOL BOARDERS

Try going to the options screen and pressing the **Select button 40 times**. The announcer's voice should then be higher than usual when you play the game.

TIME CRISIS

K. Singh-Rai from Warley has found an interesting little cheat for *Time Crisis*. On the screen where you choose Story of Timed Mode, shoot once on the wall on the far right of the screen. You will then get the Easy Mode with five lives instead of three. Cool – we'd never noticed that.

TIGERSHARK

Toby Hall from Worcester is here to save poor *TigerShark* players from going mad. First up are these level passwords.

2	**AKULA**
3	**PASHA**
4	**MIRAS**
5	**NAKAT**
6	**REZKY**
7	**TUCHA**
8	**ZARYA**
9	**VOSTA**

These cheats should be entered as passwords.

KURSK	**Invincibility**
KIROV	**Infinite ammo**
RUBLE	**Weapon upgrade**
KIEV	**Watch all FMV**
MINSK	**Turn off all cheats**
SNEEG	**Sea Hunter mini game**
BUGGY	**Play Bug Rider**

RELOADED

This is pretty funny. Enter the Health cheat first – Pause the game then **hold L1+L2** for 10 seconds. Then, with them still held press **Down, Right, Left, Triangle, Right, Down**. Now play the game and die so that you turn into a pile of blood and guts on the floor. Then Pause the game again and top up your health with the Health option so that you come back to life... as a pile of blood and guts! Excellent!

FIGHTERS IMPACT

Those who've bought *Fighters Impact* on import will surely be desperate to know how to play as minature fighters. Here's how – highlight a fighter on the select screen, **hold Down+X+C then press Start**. So simple, yet so fun.

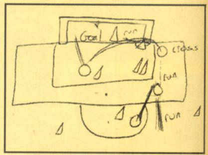
THE CROW: CITY OF ANGELS

A gaggle of cheat passwords for you to enter, some of which make the game quite funny.

Skinny Mode	**TTXSCCSXTT**
Long Neck Mode	**XCTCSSTCXC**
Debug Mode	**SXSCTTCSXS**
FMV Viewer	**TTCCCCCCTT**

INTERNATIONAL SUPERSTAR SOCCER PRO

Someone silly enough to forget their name sent this diagram to explain their guaranteed way of scoring at *ISS Pro*. "All you need to do is through-ball it to the edge of the six yard box, run to the byline, cross and you have an open goal waiting. **Important: Do 4-3-3**."
Thanks, rather stupid person.



SATURN

MARVEL SUPER HEROES

Everyone who's bought this amazing game will be bursting to know how to play as Dr Doom and Thanos. Here are not only those cheats, but also one to play as Anita, the small girl who follows Donovan around in *Night Warriors*!

The first thing you need to do is complete the game on the default difficulty setting without losing a continue. After the credits have finished, go to the character select screen and enter one of these codes.

For Dr Doom, press Down, Down, then press and hold A, B, then C quickly. Victor Von Doom can do all the moves he does against you in the game.

For Thanos, press Up, Up, then press and hold Z, Y, then X quickly. Thanos can do a different Infinity move for each Infinity Gem.

For Anita, press Up, Right, Down, Left, Up, Right, Down, Left, then hold Up. While holding Up press and hold X, Y, then Z quickly and your picture should turn to Anita. She has a miniature version of Donovan's sword floating behind her





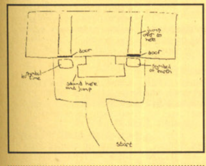


⊕ **Anita's so tough that she can destroy even Dr Doom with ease!**

which she commands to hit her enemy. She has similar moves to Donovan, with his special attack (reverse Dragon Punch motion and punch) which calls upon either Akuma (Gouki) or Hsien-Ko (Lei-Lei) to hit the enemy! Her Infinity Attack fires off loads of dolls heads and can hit up to 100 times! Awesomely awesome! Paul nearly exploded when he saw this hidden character!

EXHUMED

Danny Batley from Rochdale has figured out how to get two of the Symbols easily on the Sobek Mountain Shrine level. "Right at the start of the level, go towards the first door and kill the two Anubis Guards and the spiders then turn left and look up and you will see a ledge with the Symbol of Time on it. Now face the sloped column and jump while walking forward. You should end up high in the air and when you get to the peak of your jump press the Left Strafe button and you should now end up on the platform with the Symbol of Time on it. Now go through the door and kill the guards, and on the opposite side you will see a platform. Jump over to it, go through the door and get the Symbol of Earth. Simple!"



WARCRAFT 2

While playing a game, press the Start button and go to the Enter Password screen.
Enter any of these codes with the C button to get cheat effects.

TSGDDYTD	Invincibility
NTTHCLNS	Level skip
GLTTRNG	10000 gold, 5000 lumber, 5000 oil
DCKMT	All upgrades
VRYLTTL	All spells and mana restore
NSCRN	All map
MKTS	Fast building
HTCHT	Fast lumber harvest
THRCNBNLYN	Quick ending
NTPRF	Laser display
NVRWNNR	Remove victory sequence
NGLS	Disable magical traps
YPTFLWRM	Instant defeat

PC CD-ROM

MDK

These cheats from someone who forgot their name can only be used once per level. Just type in the code for whichever item you want.

HEALME	100% health
INEEDABIGGUN	Gun power-up
TORNADOAWAY	Twister
HOLOKURTISFUN	Decoy
OLIKETOLOB	Mortar
NASTYSHOTTHANKS	Homing sniper grenade

RELOADED

To select the hidden character, Fwank, use this cheat from **"Mr Blood Child"**. On the character select screen, press Caps Lock then type **ILOVEMYTEDDY**. As with the PlayStation version, a balloon should float onto the screen and cover Sister Magpie's picture. Select her and you'll get Fwank.

NINTENDO 64

STAR WARS: SHADOWS OF THE EMPIRE

Some excellent cheats which make Shadows far more fun!

First off, start a new game and enter your name as " **Wampa Stompa**", making sure you use capital letters at the start of each word with **one space before "Wampa" and two before "Stompa"**.

Once you've done that, you can take control of certain enemy vehicles during the game! For example, to control the AT-ST on the Battle Of Hoth stage play until they appear. Now press **Left on the cross-key** (on the left of the N64 controller) and the **C-Right** button at the same time, then press **Up** (also on the cross-key). If you now flick through the game views with the C-Right button you should find one over the top of the AT-ST. Use the cross-key to steer with Up to fire.

You can take control of any enemy in the first-person *Doom*-style levels in a similar way. Press **Right on the cross-key and C-Right** at the same time, then press **Up**. Switch through the views with C-Right until you find the new character.

You may know that you can fly as the X-Wing and TIE Fighter if you collect all of the challenge points, but it's also possible by cheating! While playing, hold **Left on the cross-key** as well as **C-Left, C-Down, C-Right, L, R and Z**. With all of these held, press **Up or Down on the 3D Stick** to change into different ships!

WAVE RACE 64

Will Powell from Tenterden in Kent reckons he knows how to avoid losing loads of time when you fall off your ride. If you get half knocked off so that your feet are dangling in the water, pause the game as soon as you can. Leave it paused for about two seconds and unpause. You should be standing up on your bike with little or no speed loss. Cool.

MARIO KART 64

Here's **William Butters from Cheshire**'s short cut for Choco Mountain. "It takes roughly 20 seconds off your normal time. The short cut is at the first bump after the 'falling rocks' sign. As you approach it you should be able to see the Nintendo sign on the slope to the left. Drive over the bump and continue until you get to the grey rocks on the left hand side. Quickly turn around and the Nintendo sign should now be to your right. Drive close to the red rock on your left. Just before you have passed the beginning of the bump, turn to the right and use a mushroom to fire yourself at the rock with the Nintendo sign. Press the R Button just before the rock face to get as much height as possible. You should hit the rock slightly to the right of the bump's flat highest point. If you pull this off you'll hit the rock face and fly over it, landing with a 'pomph' on the other side having cut a fair portion of the track out. Now you can drive along the straight and finish the lap. Parts of the clff don't let you hit it and you will tumble to the ground so timing and accuracy are important." Hope you got all that.

Richard Spencer from Carmarthenshire, SW Wales has a *Mario Kart 64* short cut of his own to share with you all. On the Kalimari Desert track where the train crosses the track for the first time, turn left down the tunnel and turn back onto the track at the second crossing place. If you don't you will not be counted as completing that lap and will end up in 8th place. If you drive on the track you will get a faster lap time, and if you happen to be caught in the tricky situation of the train coming towards you tuck in as close to the wall as you can and the train will pass without hitting you. Cheers Richard.

Or you could try **Matthew Swift from Birmingham**'s variation on the Kalimari Desert short cut. Turn left down the first crossing along the train track, but make sure you have a red shell with you. As you exit the tunnel, start braking and fire your red shell straight down the track. Reverse, turning right as it circles and comes back towards you. The shell should come to a rest next to the fence six posts down from the tunnel. Accelerate straight at the shell, making sure you are 90 degrees from the fence and hop onto the shell. The explosion should blow you over the fence and leave you ahead of the other players.
Is it really worth all this effort? See what you reckon.

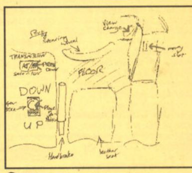
We've got another small tip, this time from **Robert McMahon from Upper Norwood**. He explains how to do a super jump, though it takes a bit of practice. "At the start of the race, get a turbo start and head for the character in front of you. Just before you hit them press jump and you should land on their head, then press jump again quickly. This will launch you high in the air, even sometimes off the top of the screen (you get a good view of the track!). You will then land on the track way ahead of the pack! You can use this trick during the race if you get any turbos. Also it allows you to take short cuts, for example on Wario's Stadium, when you jump off the character hold Left and you can clear the wall easily."

And as an added bonus, **Robert** included this tip as well. "Also, after going over a jump or ramp and hitting a bank, press brake as you hit and you will drop straight back onto the track. You can then carry on racing instead of tumbling down the bank and stopping."

ARCADE

GTI CLUB RALLY

Brian Walker from Aberdeen has found a cheat for *GTI Club Rally* which lets you play as the Alsatian dog which barks when you go past! Before putting your money in, use the back of your wrist to hold the gear change in the **Up position** while holding the **transmission select button** with your fingers. Now insert your money, select your mode of play and car while still holding everything. Don't let go until the voice says "Go!" to start the race. In easy mode everyone plays as dogs, while in medium it's just you. Poor old Brian says he doesn't know about hard mode because he ran out of money playing *Scud Race* and couldn't afford to find out. Never mind. Thanks again Brian!



⊕ **This is how Brian from Aberdeen views *GTI Club Rally*.**

HOUSE OF THE DEAD

Richard James Pheby from Southampton sent this mysterious tip which may be of use to you if you can decypher its true meaning. "Rescue all hostages you come across and enter a blue bonus room on last chapter on *House Of The Dead*." Who knows?

WE'RE STUCK!

Dear CVG,
Please could you answer my questions. I would be very, very, very, very happy if you did. Thanks.
1. On *Super Mario 64*, could you please tell me how to do Snowman's Lost His Head on level 4? (Star 5)
2. On level 6 could you please tell me how to do A-maze-ing Emergency Exit (Star 5)
3. On level 3 could you please tell me how to do Blast To The Stone Pillar (also Star 5)
Thanks

CVG:
1. *Go to the top of the mountain and you'll find a big snowball on a wooden ledge. Talk to it, then race along the slide to the head at the bottom, making sure you beat the snowball down. Wait by the head and the snowball should hit it and make the snowman's body.*
2. *Look at the map on the wall before entering the maze, and head for the ledge marked with a blue circle. Go through the door you find and swing along the ceiling to the star.*
3. *Get in the cannon (after talking to the little pink guy) and fire yourself onto one of the tall spikes poking out of the water. Don't aim too low or Mario won't be able to hang on. Climb to the top and jump your way along onto the ledge with the star.*

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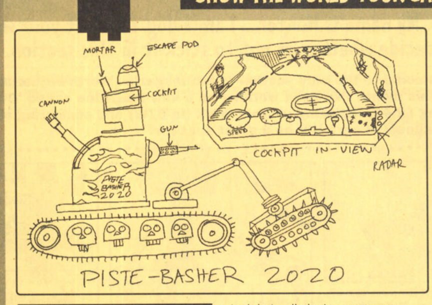
• **HELP!** I'M A FEEBLE MIDGET AND AM UNABLE TO REACH THE FRONT DOOR HANDLE TO MY HOUSE. I'M VERY HUNGRY. WRITE TO ALEX HUHTALA AT CVG, 37-39 MILLHARBOUR, ISLE OF DOGS. HURRY!



MELTING POT

SHOW THE WORLD YOUR GAME IDEA!

Launched last month, we knew this page would be a smash-hit. Your chance to tell the World your game idea and, by publishing it, copyrighting the concept to you in the process. With the pressure of magazine deadlines though, you've yet to know about Melting Pot as we put this month's section together. Still, office contributions have been overwhelming. So here's a few more of our own ideas, now with added ratings. Plus one from Norway about... *Worms*. Grief.



PISTE-BASHER 2020

© Tom Cox. NSD Productions.

The game is set in the year 2020. The World is in ruins after the 4th World War. Global Warning has melted all the ice on the poles, but now it has strangely all turned to snow!

The Globe is now divided into territories controlled by fearsome warriors adept at snowboarding, skiing and ice-skating. You are a rookie piste-basher pilot in training for front-line action. Suddenly, the ice-world peace conference is attacked by primitive wookie snowmen and the World is yet again at war. Your task is to eliminate any enemy tribesmen on skis, but to avoid your own people.

Your view is from the cockpit of a piste-basher. You can control the speed and direction of the vehicle, also the aiming and selection of guns. There are five missions to complete. At the beginning of each mission you're randomly placed in the battle arena. Using the radar, you travel up and down the hilly terrain trying to pick off skiers as they rush past you. When all the enemy skiers are dead you are transferred to the next level.



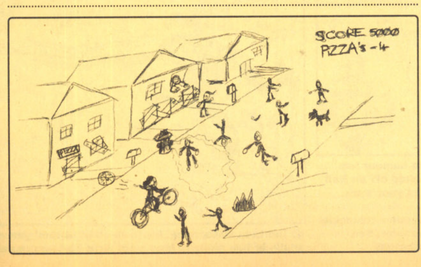
CYBERWORMS 3D

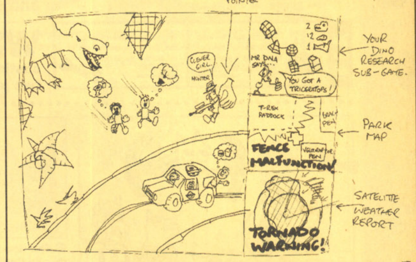
© Bug & Bull. Finnsnes Norway.

Me and my friend (my friend and I. Grammar! – CVG) have an idea for a new worms game. We call it *CyberWorms 3D*. The story goes like this: After an epic battle the worms almost died. However, with new technology they were refitted with mechanical parts returning them to battle as cyborgs. The entire game is 3D, with all the old weapons and some new ones like a laser, rocket pack, flame-thrower, and a tank that will be placed at a random position in each round. You can enter the worms like in *Dungeon Keeper* and get a better aim, distance to target, etc.









JURASSIC THEMEPARK

© Tom Guise.

My game is based on Bullfrog's popular *Themepark* game, only this one is filled with the greatest attractions ever – dinosaurs! Starting with your island, you have to build research labs to produce dino DNA. This process isn't automatic. You have to discover different species yourself in a Rubik style sub-game (there are 20 types of dino to discover!). With your first beasties growing, you have to build the park – mow out paddocks, build fences, the visitors' centre, get jeeps, employees, goats etc. When the park opens, you can ship in punters to go on the tour. This is where the fun really kicks in! Aside from all the usual management stuff (cleaning toilets, adding salt to the chips), you also face disasters. Watch the satellite weather map for hurricanes. These can rip down fences– freeing the monsters to feast on people! Employing hunters and repairing fences can nip this in the bud, but if things get too wild (and the raptors get free), you have to get out! The game then switches to *Cannon Fodder*-style controls, as you lead humans toward the emergency helipad – beyond the grasslands, pterodactyl aviary and volcanic plains! A network option would allow you to send poachers into other players' parks to sabotage their fences and steal their new species. I seriously want to make this game, so Bullfrog, give us a job!

HIGH FIVE – HIGHEST CVG RECOMMENDATION

RATING – HIGH FIVE

PiZZA BOY Vs. the LIVING DEAD

©Alex Huhtala & ΩGamez

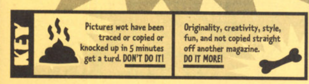
This should have been the true sequel to *Paper Boy*, Instead of the rehash we were given all those years ago. In *Pizza Boy*, like the original, you must please the local neighbourhood, but this time by delivering pizzas. At the start and between each level you are working in the pizza parlour, as orders come in you must make the pizzas, in a dough-based reworking of *Burgertime Deluxe*. Once five orders have been taken and made, you're off delivering. On subsequent levels there's an increasing amount of pizzas to deliver. The trusty BMX has been replaced by a shiny new mountain bike, but later levels also see you on roller blades and a skateboard. Working your way up to every pizza boy's dream ride - a scooter. Riding up the street, you must throw pizzas onto the doorsteps of customers. Hazards to look out for are fireworks, leaking fire hydrants, dogs, tramps, and hordes of the LIVING DEAD! Residents have been trapped in their homes by the marauding zombies, and you must ensure they get their daily pizza. Miss a delivery and on the next level there will be more zombies, as the residents will die of starvation and turn into the living dead. Complete a level and tips from the successful deliveries take you to an item shop, where you can buy weapons for your bicycle. Rocket Launchers, machine guns, glocks and smart bombs are available. Bonus points are scored by destroying zombies. Run out of ammunition and you'll have to resort to wheely-ing the zombies to death.



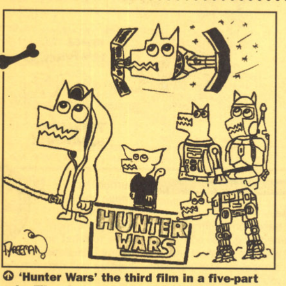


drawinz wot you dun

Hello. My name is Hunter.... I am a dog. I look at your work and decide whether or not to stick it in this section.



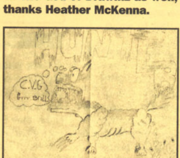
Welcome to the only section of the magazine worth bothering with. This month I've been working on a new magazine called 'DWYD', costing £2.49, featuring all your work (in B/W) and consisting of just two pages, I'm sure it'll be a great success!



'Hunter Wars' the third film in a five-part epic. Film shot courtesy of Andy Freeman.



The God of Drawinz as well, thanks Heather McKenna.



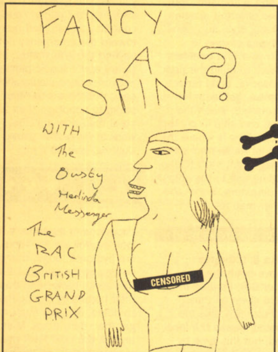
I don't much like that flabby belly, Gareth Williams.



No more reservation art from our regular illustrator-guru Carl White, we have Riad Uddin. Hooray!



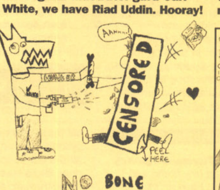
Ed Lomas is a star! That's a fact. He is also naked. Adam Baxter.



Yes please, but not with this hideous monster thank you very much Neil Macey.

KIRBY V.S TAMAGOTCHI

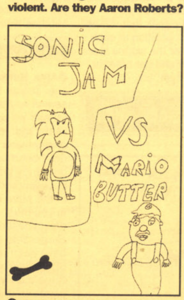
Eh... Tamagotchis aren't violent. Are they Aaron Roberts?



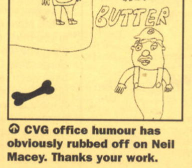
More violence than the rest! Thanks to guys like Adam Petruczok.



Ahh...the lovely Felcia. Relaxing after a hard days scrapping. Sarah Carby.



CVG office humour has obviously rubbed off on Neil Macey. Thanks your work.



I Feel Like Chicken tonight Cluck! Cluck!

HUNTER!

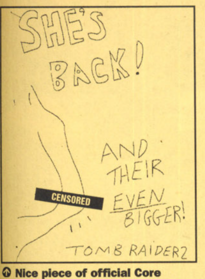
Snap

Hunterassic Bark

Clever computer composite courtesy of creator: Ben Whymark, cluk cluk!



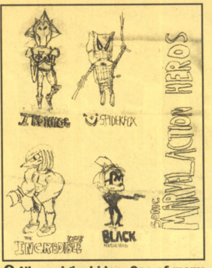
Hunta la vista, baby! I love the 'kill worms' gun and the skulls in this picture. Nice work Aron Glasser, you are cool.



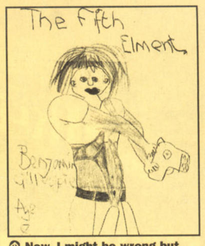
Nice piece of official Core advertising courtesy of Neil Macey.



Vampire Saviour. One of the 1998 releases on Saturn? Alex Bailey.



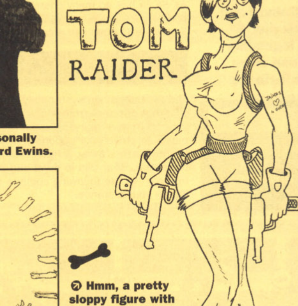
Nice original idea. One of many this month. Ta David Walmsley.



Now, I might be wrong but this looks like a drawing from someone older than 8 yrs old. Correct me if I'm wrong Ben!



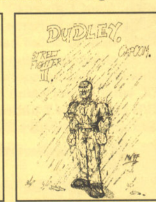
'Outta ma way zombie scum!' I personally wouldn't give a warning! Thanks Richard Ewins.



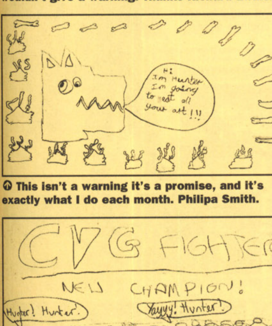
Hmm, a pretty sloppy figure with knock-knees. But what a radiant face! Many thanks to David Barry.



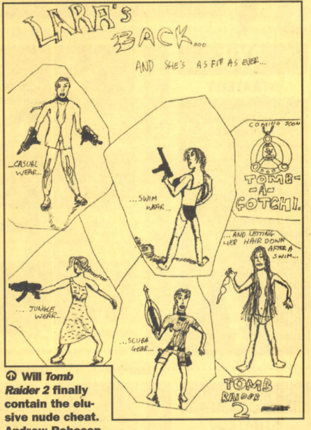
How about some art for *Parappa 2*.



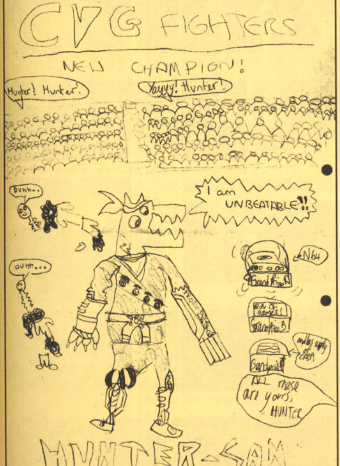
Nice original artwork from Michael Watson.



This isn't a warning it's a promise, and it's exactly what I do each month. Philipa Smith.



Will *Tomb Raider 2* finally contain the elusive nude cheat. Andrew Robeson hopes so.



Another self-gratifying picture of me, this time in my casual fighting gear. Paul Morr is the one to thank for this.




More *Tamagotchi* art, this one from Sir Nonamebaccon.

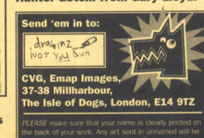


One of many pieces of *Tamagotchi* artwork this month. This one from Gary Lloyd. Great!



Res' Evil certainly is a popular game. It's got blood and everything. Gregory Cronin.

I had to squeeze this one in. Hunter-Gotchi from Gary Lloyd.



Send 'em in to:

drawinz wot you dun

CVG, Emap Images, 37-38 Millharbour, The Isle of Dogs, London, E14 9TZ

PLEASE make sure that your name is clearly printed on the back of your work. Any art sent in unnamed will be trashed or eaten. Oh yeah, no more 'Please print...'.



STREET FIGHTER EX PLUS ALPHA GUIDE

Street Fighter EX Plus Alpha is one of the best arcade to home conversions of all time. Every minute detail has been being ported over, including all 21 characters plus PlayStation originals, Sakura and Dhalsim. Having spent the past few weeks playing *SF EX*, what better game could there be for the legendary CVG play guide treatment? Besides, we can use more characters than just Ryu and Ken. Akuma for instance.



KEY

P - PUNCH	QCT - QUARTER CIRCLE TOWARDS
K - KICK	QCA - QUARTER CIRCLE AWAY
A - AWAY	HCT - HALF CIRCLE TOWARDS
T - TOWARDS	

CHARACTER OVERLOAD

As *SF EX* has so many characters, it isn't possible to fit all 23 fighters into one player's guide, so we've taken the most popular characters used in English AND Japanese arcades and broken them down for you.

RANGE

The jumping range system in *EX* is similar to *SF3* (but different from *Alpha's*), so if you jump in from a near position it's best to use a punch to strike your opponent. If you're slightly further away, a flying kick does a better job. Bear this in mind and alter the first part of the following combos depending on your distance.





RYU

STRATEGY

As Super Combos aren't that effective in chiselling away an opponent's energy in EX, Ryu now plays more like the SF3 version than the Alpha series edition. Play conservatively and when there's an opening, punish your opponent with your most damaging combo.



REGULAR COMBO







JUMPING STRONG PUNCH → MEDIUM SWEEP → FIREBALL

LEVEL 1 SUPER COMBO

JUMPING STRONG PUNCH → MEDIUM SWEEP → FIREBALL → SUPER FIREBALL (QCT X2+P)

LEVEL 3 SUPER COMBO









JUMPING STRONG PUNCH → MEDIUM SWEEP → FIREBALL → SUPER FIREBALL (QCT X2+P) → SUPER HURRICANE KICK (QCA X2+K) → SUPER FIREBALL (QCT X2+P)

KEN

STRATEGY

Ken also handles differently now, as his Dragon Punch is toned down and now ineffective against jumping opponents. Ken's Super Cancels are much easier to perform than Ryu's – something to take advantage of. Don't feel demoralised if your Super Combo misses, as punishing falling opponents is far more difficult in EX. Unless your opponent has an aerial Super Combo, that is.

REGULAR COMBO









JUMPING STRONG PUNCH → MEDIUM SWEEP → FIREBALL

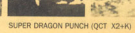
LEVEL 1 SUPER COMBO



JUMPING STRONG PUNCH → MEDIUM SWEEP → FIREBALL → SUPER DRAGON PUNCH (QCT X2+P)

LEVEL 3 SUPER COMBO





GUARD BREAK (STRONG P+K) → JUMPING STRONG PUNCH → MEDIUM SWEEP → FIREBALL → DASHING SUPER DRAGON PUNCH (QCT X2+P) → SUPER DRAGON PUNCH (QCT X2+K)

GOUKI

STRATEGY

One of the most interesting characters in the game because he has so many Super Combos to Super Cancel with. Controlling the pace of the fight is very important in EX and with Gouki it's a cinch, as he can adopt both the conservative way of Ryu and Ken's more up-beat style. And if things are going very badly, there's always the aerial fireball...

REGULAR COMBO JUMPING STRONG PUNCH + MEDIUM SWEEP + FIREBALL



REGULAR COMBO 2: AERIAL FIREBALL → D+MEDIUM K (IN MID AIR) → MEDIUM SWEEP → FIREBALL

LEVEL 1 SUPER COMBO: JUMPING STRONG PUNCH → MEDIUM SWEEP → FIREBALL → SUPER FIREBALL (QCA X2 +P) OR SUPER DRAGON PUNCH (QCT X2+P)

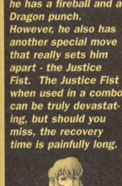
LEVEL 3 SUPER COMBO: JUMPING STRONG PUNCH → MEDIUM SWEEP → FIREBALL → SUPER FIREBALL (QCA X2+P) → SUPER DRAGON PUNCH (QCT X2+P) → SUPER FIREBALL (QCA X2+P)

LEVEL 3 SUPER COMBO AERIAL SUPER FIREBALL (QCT X2+P IN MID-AIR) + D+MEDIUM K (IN MID-AIR) + MEDIUM SWEEP + HADOKEN + MESATU GOHADO (QCA X2+P) + SUPER DRAGON (QCT X2+P)

ALLEN SCHNEIDER

STRATEGY

Allen shares the same moves as Ryu in that he has a fireball and a Dragon punch. However, he also has another special move that really sets him apart - the Justice Fist. The Justice Fist when used in a combo can be truly devastating, but should you miss, the recovery time is painfully long.



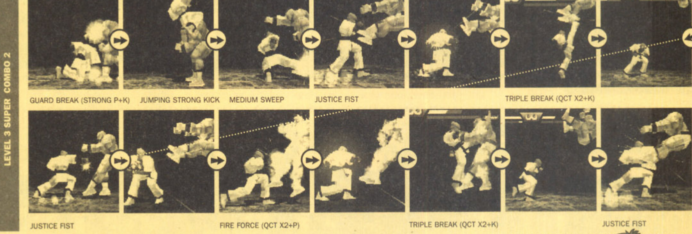
REGULAR COMBO JUMPING STRONG PUNCH + MEDIUM SWEEP + FIREBALL



LEVEL 1 SUPER COMBO: JUMPING STRONG PUNCH → MEDIUM SWEEP → JUSTICE FIST OR FIREBALL → FIRE FORCE (QCT X2+P)

LEVEL 3 SUPER COMBO JUMPING STRONG PUNCH + MEDIUM SWEEP + FIREBALL + FIRE FORCE (QCT X2+P) + TRIPLE BREAK (QCT X2+K) + FIRE FORCE (QCT X2+P)

Perhaps the most awe-inspiring combo in the game and definitely does the most damage (drains 1 full energy bar!). Even though the combo uses up 4 gauge bars, it is possible as the Super Combo gauge refills 1 full block during the combo! The key lies in timing the second Justice Fist to hit your opponent as they fail from the Triple Break.



LEVEL 3 SUPER COMBO 2: GUARD BREAK (STRONG P+K) → JUMPING STRONG KICK → MEDIUM SWEEP → JUSTICE FIST → TRIPLE BREAK (QCT X2+K) → JUSTICE FIST → FIRE FORCE (QCT X2+P) → TRIPLE BREAK (QCT X2+K) → JUSTICE FIST

BLAIR

STRATEGY

One of the more accessible characters in the game. Blair's primary attack is her sliding throw, which can also be used to avoid projectile attacks (her slide can even be performed after you see the projectile launch and is guaranteed to hit your assailant). Her Level 3 Super Combos are very easy to do, but to get the best results, wait until the last strike of each Super Combo before Super Cancelling into the next.

REGULAR COMBO JUMPING STRONG PUNCH + MEDIUM SWEEP + SLIDE (QCT +K)



LEVEL 1 SUPER COMBO: JUMPING STRONG PUNCH → MEDIUM SWEEP → SHOOT KICK (QCA +K) → SPIN SIDE SHOT (QCT X2+K)

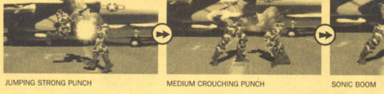
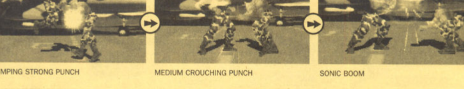
LEVEL 3 SUPER COMBO: JUMPING STRONG PUNCH → MEDIUM SWEEP → SHOOT KICK (QCA +K) → SPIN SIDE SHOT (QCT X2+K) → MIRAGE COMBO KICK (QCT +P) → SPIN SIDE SHOT (QCT X2+K)

GUILE

STRATEGY

Guile remains pretty much unchanged since his last outing in SSF Turbo, with the exception of his Super Combos. As his Sonic Boom is fast to launch and has very little recovery time, use it very often. However his dreaded medium sweep has been shortened so the usual sweep/Sonic Boom/Somersault tactic is not as effective in EX. Still a very good choice.

REGULAR COMBO


JUMPING STRONG PUNCH → MEDIUM CROUCHING PUNCH → SONIC BOOM



LEVEL 1 SUPER COMBO

JUMPING STRONG PUNCH → MEDIUM CROUCHING PUNCH → SONIC BOOM → OPENING GAMBIT (CHARGE A, T, A, T+P)

LEVEL 3 SUPER COMBO JUMPING STRONG PUNCH + MEDIUM CROUCHING PUNCH + SONIC BOOM + OPENING GAMBIT (CHARGE A, T, A, T+P) + DOUBLE SOMERSAULT KICK (CHARGE D+A, D+T, D+A, U+T+K)

D.DARK

STRATEGY

Though he shares moves similar to Ken, our D.Dark has a different style from the Burning Red all together.
By using the Dark Wire in conjunction with the EXplosive, D.Dark can be a very tricky customer to attack effectively.

REGULAR COMBO

JUMPING STRONG PUNCH → MEDIUM SWEEP → DARK WIRE (QCT+P) IF THE WIRE HITS, PRESS AWAY AND THEN KILL BLADE (DRAGON PUNCH MOTION)

LEVEL 1 SUPER COMBO

EXPLOSIVE (QCT+K) → WHEN OPPONENT STEPS ON THE MINE, DARK WIRE (QCT+P) → DARK SPARK (WHILE THE WIRE IS STILL ATTACHED TO YOUR OPPONENT, P → DARK SHACKLE (QCT X2+K)

CHUN LI

STRATEGY

What Chun Li lacks in effective 2-in-1 special moves, she makes up for in speed and air superiority. As in SF2 she has phenomenal jump power and this is the way to find a gap in your opponent's defence. But you must learn the range and limits of her jumps, otherwise Chun Li will be a sitting duck for any character with a Dragon Punch-like move.



REGULAR COMBO

JUMPING STRONG PUNCH → MEDIUM SWEEP → SPINNING BIRD KICK

LEVEL 2 SUPER COMBO

JUMPING STRONG PUNCH → MEDIUM SWEEP → SPINNING BIRD KICK → SUPER FIREBALL (QCT X2+P) → THOUSAND RENDING KICKS (QCT X2+K)

C.JACK

STRATEGY

Though C Jack has the same charge style special moves, the timing for his 2-in-1s are very different. By delaying the away-towards motion for a fraction of a second, his specials should combine with regular attacks for a 2-in-1. But the Super Cancelling requires the lighting fast thumb slides of Guile's Super Combos. Doh!



REGULAR COMBO

JUMPING STRONG PUNCH → MEDIUM PUNCH → DASHING STRAIGHT (CHARGE AWAY, TOWARDS+P)

LEVEL 3 SUPER COMBO GUARD BREAK (STRONG P+K) + JUMPING PUNCH + MEDIUM PUNCH + DASHING STRAIGHT (CHARGE AWAY, TOWARDS+P) + CRAZY JACK (CHARGE A, T, A, T+P) + HOMERUN HERO (QCA X2+P) + BATTING HERO (HCT)

KAIRI

STRATEGY

Kairi is very similar to Ryu/Ken and all their regular combos are possible as well as Ryu's Level 1 Super Combo. Where he differs however, is when the SC gauge is stocked to the max and Kairi can use his most damaging combo. Similarities to Ryu aside, Kairi is definitely worth learning as his Super Cancelling action is top class.



LEVEL 3 SUPER COMBO

JUMPING STRONG PUNCH → MEDIUM SWEEP → HADOKEN → AERIAL FIREBALL (QCA X2+P) → SUPER FIREBALL IN MID AIR (QCT X2+P) → DIVING KICK (QCT X2+K)

SECRET CHALLENGERS

Not so much secret characters as they are immediately selectable, Gouki and Garuda will come into the game and challenge you should you do the following.

GOUKI

The original secret challenger from *SSF Turbo* , Gouki makes his usual dramatic entrance by Fire Crackering Vega at the beginning of the round. As long as you don't lose a round up to the ninth fight, Gouki should be your 10th opponent. But unlike *SSF Turbo*, *EX* Gouki is far easier to beat and he doesn't always punish mistakes.

GARUDA

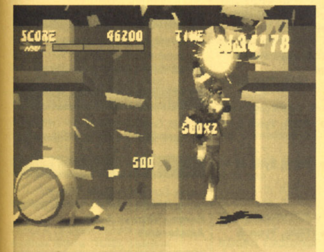
Garuda is much harder to lure into combat as his requirements are many.

1. You must achieve 2 Perfect finishes.
2. Finish 3 rounds with Super Combo finishes.
3. You must do at least a Level 3 Super Combo during the game.
4. Do at least a combo of 8 hits (12 hits with Chun Li) 3 times during the game.
5. All this has to be done in one credit.

A much tougher customer than Gouki, patience and perfection is what you need to beat Garuda. Just don't try anything fancy!

THE SF2 BARREL-BREAKING BONUS STAGE

The beloved Barrel Bonus Stage is back in glorious 3D!!! Sounds too good to be true? Complete all of the Expert Practice Mode tasks and the Barrel Stage will appear on the task count screen and will be yours to forever enjoy.



Destroy every single one of the barrels that rolls on to get a "perfect". Plus a special reward!



See if you can work out how to get a perfect 10 out of 10 score with Skullo's gymnastic display.

SKULLOMANIA FAN CLUB

Gouki and Garuda maybe the secret boss characters of the game, but Skullomania wins hands down when it comes to in-game secrets.

UNITED COLOURS OF SKULLOMANIA

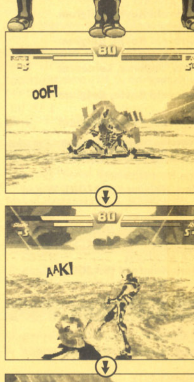
While all the other characters in the game have a choice of 3 different colours, Skullo has 6 for the player to choose from. Each of the 6 attack buttons has a different colour assigned to it.

FIRE CRACKER VARIATIONS

If you think Gouki's Fire Cracker was cool, wait until you see Skullo's two different Fire Cracker variations.
To see his first variation, enter the FC command as usual and when his body flashes blue, hold down weak punch, medium kick and down. Keep them held throughout his FC routine.
For the second, begin the FC as the other variation, but when the screen changes to the actual FC, with weak punch and medium kick held down, press left, right, right, down, left. Try to press each D-pad command as the screen changes pictures. For example, when the first screen change occurs, press left, and when it changes again, press right and so on. It's tough but it's worth it to see Skullo do his Ultraman-esque beam attack!

STREET FIGHTER OLYMPIC EDITION

By holding down weak punch, medium kick, strong punch, and down after Skullomania's Skullo Tokachev or C Jack's Batting Hero/Soccer Ball kick, a little sporting oddity occurs. With the Tokachev, a points counter will appear in the bottom right hand corner and Skullo will be judged on his gymnastic abilities. Manage to achieve 10.00 and an invisible crowd will applaud and a 'BRAVO' will show above the timer. With C.Jack's Batting Hero/Soccer Ball Kick, a little Japanese text will appear in the same corner and indicate that you've scored 1 point or if it's an especially good strike, a homerun!!





Every hit of Skullo's hidden "firecracker" is to the nuts of the other character! Awesome move!

FREEPLAY HIGH SCORES

We want to know who are the best gamers in the World. We already know that all of them read CVG, so we want your highest scores to print here in FreePlay. Take a new game, get brilliant at it and send us your best score on a piece of paper or shaven animal. Keep some proof of the score in case we ask for it, either as a video, photograph or saved game. Also include the three-digit "tag" name you enter whenever you get a high score so that everyone else can look out for your mark at the arcades. Stop wasting gaming time – get to it!

HIGH SCORES, CVG,
37-39 MILLHARBOUR,
THE ISLE OF DOGS,
LONDON, E14 9TZ

V-RALLY (PLAYSTATION)

EASY
Corsica 55"84
Chris Maybray, Leicester
Indonesia 1'00"88
Loosveld Kevin, Belgium
Spain 59"48
Chris Maybray, Leicester
England 1'12"24
Loosveld Kevin, Belgium

MEDIUM
Safari 1'03"48
Loosveld Kevin, Belgium
New Zealand 1'27"00
Loosveld Kevin, Belgium
England 1'01"76
Loosveld Kevin, Belgium
Corsica 58"52
Chris Maybray, Leicester
Indonesia 1'05"44
Loosveld Kevin, Belgium
Alps 1'18"92
Loosveld Kevin, Belgium

DESTRUCTION DERBY 2 (PLAYSTATION)

Pine Hills Raceway 22"79
Mark Rainford (RAZOR), Wigan

Chalk Canyon 49"90
Mark Rainford (RAZOR), Wigan

SCA Motorplex 37"83
Mark Rainford (RAZOR), Wigan

CAPRIO COUNTY RACEWAY 21"51
Mark Rainford (RAZOR), Wigan

BLACK SAIL VALLEY 31"19
Mark Rainford (RAZOR), Wigan

LIBERTY CITY 22"07
Mark Rainford (RAZOR), Wigan

ULTIMATE DESTRUCTION 32"63
Mark Rainford (RAZOR), Wigan

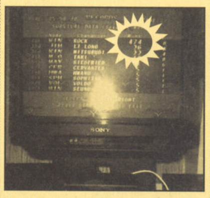
RESIDENT EVIL (PLAYSTATION)

Game Complete 01:40'03
Alex Haas, Holland
Game Complete (with Rocket Launcher) 01:24'29
Michael Lai, Liverpool

SOUL BLADE (PLAYSTATION)

Arcade Mode 0'19"16 (Voldo)
Matthew Hopkins (MAT), Crewe

Special Weapon Survival Mode
474 wins (Rock)
Kinkye Yeung (KIN), London



This is getting a bit excessive, don't you think? Playing to 474 wins must have taken hours!

RAGE RACER (PLAYSTATION)

MYTHICAL COAST
Best Lap 0'49"334
Kevin Mackay, Malta
Best Race 2'33"351
Kuljeet Chauhan, Southall

MYTHICAL COAST REVERSE
Best Lap 0'48"871
Michael Lai, Liverpool
Best Race 2'30"246
Michael Lai, Liverpool

OVERPASS CITY
Best Lap 1'12"717
Kuljeet Chauhan, Southall
Best Race 3'45"864
Kuljeet Chauhan, Southall

OVERPASS CITY REVERSE
Best Lap 1'11"979
Miroslav Jeftic (M.J), Ruma, Yugoslavia
Best Race 3'41"441
Miroslav Jeftic (M.J), Ruma, Yugoslavia

LAKESIDE GATE
Best Lap 1'03"713
Michael Lai, Liverpool
Best Race 3'18"552
Michael Lai, Liverpool

LAKESIDE GATE REVERSE
Best Lap 1'09"995
Michael Lai, Liverpool
Best Race 3'34"983
Michael Lai, Liverpool

EXTREME OVAL
Best Lap 0'20"360
Palvinder Singh (GUGGIE), Bradford
Best Race 2'06"220
Adi Wells, York

EXTREME OVAL REVERSE
Best Lap 0'21"254
Steve Edwards, Maidstone
Best Race 2'11"242
Michael Jamieson (MDJ), Scotland

TEKKEN 2 (PLAYSTATION)

117 Wins (Lei Wulong)
Arjun Singh Panejar, Games Domain

Time Attack 1'38"26 (Lee Chao Lan)
Paul Powell (POW), Pontypridd

WIPEOUT 2097 (PLAYSTATION)

Phantom Class Times

TALON'S REACH
Best Lap 0'17"1
Thomas Darbyshire, Lancashire
Best Race 1'30"8
Revo Jaansoo & Toomas Veeber (XL.), Amsterdam

SAGARMATHA
Best Lap 0'17"4
Revo Jaansoo & Toomas Veeber (XL.), Amsterdam
Best Race 1'33"8
Revo Jaansoo & Toomas Veeber (XL.), Amsterdam

VALPARAISO
Best Lap 0'29"4
Graham Ndebele (TGN), Tyne & Wear
Best Race 2'40"9
Thomas Darbyshire, Lancashire

PHENITIA PARK
Best Lap 0'27"0
Revo Jaansoo & Toomas Veeber (XL.), Amsterdam
Best Race 2'25"3
Revo Jaansoo & Toomas Veeber (XL.), Amsterdam

GARE D'EUROPA
Best Lap 0'31"7
Graham Ndebele (TGN), Tyne & Wear
Best Race 2'45"1
Graham Ndebele (TGN), Tyne & Wear

ODESSA KEYS
Best Lap 0'31"2
Graham Ndebele (TGN), Tyne & Wear
Best Race 2'49"7
Thomas Darbyshire, Lancashire

VOSTOK ISLAND
Best Lap 0'30"4
Revo Jaansoo & Toomas Veeber (XL.), Amsterdam
Best Race 2'40"9
Revo Jaansoo & Toomas Veeber (XL.), Amsterdam

SPILSKINANKE
Best Lap 0'25"5
Thomas Darbyshire, Lancashire
Best Race 2'16"6
Thomas Darbyshire, Lancashire

MARVEL SUPER HEROES (IMPORT SATURN)

Best Score 1,632,800
(Iron Man)
Stephen Wake, Doncaster
Best Time 16"81
(Juggernaut)
Stephen Wake, Doncaster

SONIC JAM (SATURN)

SONIC THE HEDGEHOG 1
(Time Attack)
Green Hill Zone 1 25"91
Nathan White (NAT), London
Green Hill Zone 2 17"71
Nathan White (NAT), London

SEGA RALLY (SATURN)

Still going strong.

DESERT
Best Lap 0'49"51
Andy Beeching, East Sussex
Best Race 2'30"78
Andy Beeching, East Sussex

FOREST
Best Lap 1'09"60
Andy Beeching, East Sussex
Best Race 3'32"85
Andy Beeching, East Sussex

MOUNTAIN
Best Lap 1'05"15
Andy Beeching, East Sussex
Best Race 3'17"76
Andy Beeching, East Sussex

LAKESIDE
Best Lap 1'06"10
Andy Beeching, East Sussex
Best Race 3'21"59
Andy Beeching, East Sussex

SONIC 3D (SATURN)

Green Grove Zone Boss beaten in 39 seconds
Sarah Cabry (GEM), Sheffield

SATURN BOMBERMAN (SATURN)

Master Game completed 305860
Richard La Ruina (RIK), Cambridge

VIRTUAL ON (SATURN)

Game Complete (Hard, Temjin, No continues used) 6'33"35
Romeo Mazzei (R.M), Amsterdam

MANX TT (SATURN)

LAXEY COAST
Best Lap 0'52"84
Steve Lyth, Whitby
Best Race 2'43"80
Andy Beeching, East Sussex

TT COURSE
Best Lap 1'05"48
Andy Beeching, East Sussex
Best Race 3'19"36
Andy Beeching, East Sussex

LAXEY COAST REVERSE MIRROR
Best Lap 0'52"84
Andy Beeching, East Sussex
Best Race 2'43"28
Andy Beeching, East Sussex

TT COURSE REVERSE MIRROR
Best Lap 1'03"56
Andy Beeching, East Sussex
Best Race 3'18"72
Andy Beeching, East Sussex

VIRTUA COP 2 (SATURN)

Virtua Cop 1 Mode
Rank 1 14,501,900
Craig Paton (CWP), Glasgow

FIGHTERS MEGAMIX (SATURN)

Survival Mode, *FV* Setting, Wolf Stage

3 Mins, Rentahero 25 Wins
Themis Bakas (ACE), Nunhead
7 Mins, Rentahero 49 Wins
John Thompson (JON), Leyland
15 Mins, Rentahero 111 Wins
Jim Grant (JIM), Isle of Wight

CHRISTMAS NIGHTS (SATURN)

9999+ Link Attack
Nathan White (NAT), London
0'08"632 Time Attack
Themis Bakas (ACE), Nunhead

SONIC INTO DREAMS
Level and boss complete 4'01"226
Ryan Carline (RYE), Chester

NIGHTS (SATURN)

Puffy beaten with 102 remaining
Brian Lelas (GMB)
Reala beaten with 107 remaining
William Curley, Surrey
Jackle beaten with 104 remaining
Ruverne Latchanna, South Africa
Wizeman beaten with 78 remaining
Nathan White (NAT), London
Gillwing beaten with 109 remaining
Themis Bakas (ACE), Nunhead
Gulpo beaten with 107 remaining
Brian Lelas (GMB)
Clawz beaten with 100 remaining
Nathan White (NAT), London

351 Link (Spring Valley 1)
Tom Russon (awaiting evidence)
93030 Points (Spring Valley 1)
Tom Russon (awaiting evidence)
666960 Points (Spring Valley)
Nathan White (NAT), London

326 Link (Mystic Forest 1)
Nathan White (NAT), London
565420 (Mystic Forest)
Nathan White (NAT), London

370 Link (Soft Museum 1)
Nathan White (NAT), London

426Link (Splash Garden 1)
Nathan White (NAT), London

379 Link (Frozen Bell 1)
Nathan White (NAT), London
826100 Points (Frozen Bell)
Nathan White (NAT), London

157040 (Twin Seeds)
Nathan White (NAT), London

KING OF FIGHTERS '96 (SATURN)

Survival Mode (Level 8, Iori) 20'43
Yasuhiro Hunter (YAS),
Oxford Arcade Mode (Level 8)
3,564,200
Yasuhiro Hunter (YAS), Oxford

STARFOX 64 (IMPORT NINTENDO 64)

Level One Score 185
(Extra Mode)
William Murray, Northampton
Total Score 1410
Stephen Wake, Doncaster

TUROK: DINOSAUR HUNTER (IMPORT NINTENDO 64)

Training Mode 2'37
Sam Vanhkonen, Finland

SUPER MARIO 64 (NINTENDO 64)

Koopa The Quick 17"0
Andrew Densley (ACD), Bath
Princess Slide 31"2
Chris Murphy, Manchester
Level 13 180 coins
Michael Lai, Liverpool

STAR WARS: SHADOWS OF THE EMPIRE (NINTENDO 64)

Mos Eisley and Beggars Canyon
3 minutes, 38 seconds
David Macfarlane (DSJ), Glasgow

MARIO KART 64 (IMPORT NINTENDO 64)

Quite a surprise in the *Mario Kart 64* scores this month. It's one of the most popular games with you lot sending times in, but this issue is dominated by the mysterious 'Ultimate'! The strange gamer sent in photographic proof of every one of his/her times with "Good record" or "Bad record" written on each. Looks like we've got a new challenger!



One of the many pictures sent by 'The Ultimate'. The best lap is clearly shown as just 5"72!

LUIGI RACEWAY
Best Lap 32"79
Stephen Wake, Doncaster
Best Race 1'42"28
The Ultimate (TUL), The Netherlands

MOO MOO FARM
Best Lap 26"02
Chris Kelly (CKI)
Best Race 1'19"34
The Ultimate (TUL), The Netherlands

KOOPA TROOPER BEACH
Best Lap 28"03
The Ultimate (TUL), The Netherlands
Best Race 1'26"17
The Ultimate (TUL), The Netherlands

KALIMARI DESERT
Best Lap 35"00
The Ultimate (TUL), The Netherlands
Best Race 1'52"63
The Ultimate (TUL), The Netherlands

TOAD'S TURNPIKE
Best Lap 51"84
Chris Kelly (CKI)
Best Race 2'37"98
Chris Kelly (CKI)

FRAPPE SNOWLAND
Best Lap 35"81
The Ultimate (TUL), The Netherlands
Best Race 1'48"34
The Ultimate (TUL), The Netherlands

CHOCO MOUNTAIN
Best Lap 30"60
William Murray, Northampton
Best Race
1'33"37
William Murray, Northampton

MARIO RACEWAY
Best Lap
17"92
Chris Kelly (CKI)
Best Race
55"26
Marc Rebeiro (MAR), Penzance

WARIO STADIUM
Best Lap 05"72
The Ultimate (TUL), The Netherlands
Best Race 35"13
William Murray, Northampton

SHERBERT LAND
Best Lap 34"32
Chris Kelly (CKI)
Best Race 1'46"67
Chris Kelly (CKI)

ROYAL RACEWAY
Best Lap 50"04
The Ultimate (TUL), The Netherlands
Best Race 2'32"73
The Ultimate (TUL), The Netherlands

BOWSER'S CASTLE
Best Lap 38"94
Chris Kelly (CKI)
Best Race 1'59"93
Chris Kelly (CKI)

DONKEY KONG'S JUNGLE PARKWAY
Best Lap 14"50
The Ultimate (TUL), The Netherlands
Best Race 52"12
The Ultimate (TUL), The Netherlands

YOSHI VALLEY
Best Lap 30"88
The Ultimate (TUL), The Netherlands
Best Race 1'37"27
The Ultimate (TUL), The Netherlands

BANSHEE BOARDWALK
Best Lap 36"34
Chris Kelly (CKI)
Best Race 1'50"75
Chris Kelly (CKI)

RAINBOW ROAD
Best Lap 1'19"46
The Ultimate (TUL), The Netherlands
Best Race 4'02"74
The Ultimate (TUL), The Netherlands

WAVE RACE 64 (NINTENDO 64)

DOLPHIN PARK
Stunt Score 20800
Jaime Smith (J__), CVG Magazine, London

SUNNY BEACH
Best Lap 0'20"869
Barry Morgan (BAD), Luton
Best Race 1'05"375
Stephen Wake, Doncaster
Stunt Score 13187
Torkel Hanson (TH_), Edinburgh, Scotland

SUNSET BAY
Best Lap 0'21"171
Barry Morgan (BAD), Luton
Best Race 1'09"473
Barry Morgan (BAD), Luton
Stunt Score 14400
Torkel Hanson (TH_), Edinburgh, Scotland

DRAKE LAKE
Best Lap 0'24"199
Stephen Wake, Doncaster
Best Race 1'15"326
Stephen Wake, Doncaster
Stunt Score 20480
Torkel Hanson (TH_), Edinburgh, Scotland

MARINE FORTRESS
Best Lap
0'23"760
Chris Murphy (CHR), Manchester
Best Race
1'18"989
Chris Murphy (CHR), Manchester
Stunt Score 20785
Torkel Hanson (TH_), Edinburgh, Scotland

PORT BLUE
Best Lap 0'28"286
Stephen Wake, Doncaster
Best Race 1'27"580
Stephen Wake, Doncaster
Stunt Score 30665
Torkel Hanson (TH_), Edinburgh, Scotland

TWILIGHT CITY
Best Lap 0'29"310
Stephen Wake, Doncaster
Best Race 1'30"561
Stephen Wake, Doncaster
Stunt Score 21565
Torkel Hanson (TH_), Edinburgh, Scotland

GLACIER COAST
Best Lap 0'27"523
Chris Murphy (CHR), Manchester
Best Race 1'27"368
Chris Murphy (CHR), Manchester
Stunt Score 31130
Torkel Hanson (TH_), Edinburgh, Scotland

SOUTHERN ISLAND
Best Lap 0'25"042
Stephen Wake, Doncaster
Best Race 1'19"552
Stephen Wake, Doncaster
Stunt Score 17118
Torkel Hanson (TH_), Edinburgh, Scotland

TEKKEN 3 (ARCADE)

Game Complete (Kuma) 2'51"25
MC Okwuosa (MCO), Holloway

DEAD OR ALIVE (ARCADE)

Normal Mode 3'30"03 Kasumi
E. Nettey (MAN), London

Burst Mode 3'47"31 Kasumi
E. Nettey (MAN), London

HOUSE OF THE DEAD (ARCADE)

Rank 1 63480
Themis Bakas (ACE), Nunhead

VIRTUA STRIKER 2 (ARCADE)

Tournament won (Spain)
22 goals scored, 2 goals conceded
Themis Bakas (ACE), Nunhead

WRITE FOR FREEPLAY

WRITE TO FREEPLAY AT THIS ADDRESS, BUT MAKE SURE TO WRITE ON THE ENVELOPE WHAT IT CONTAINS (HIGH SCORES, FREE ADS, FANZINES, ETC). IF YOU DON'T, CHANCES ARE IT'LL TAKE A FEW YEARS LONGER FOR YOUR CONTRIBUTION TO APPEAR.

FREEPLAY

COMPUTER AND VIDEO GAMES,
37-39 MILLHARBOUR, THE ISLE OF DOGS,
LONDON, E14 9TX

Wow! That's another hot issue of FreePlay out of the way! Was there anything of yours in it? If not, why not? It's easy to contribute to FreePlay – it is YOUR section of the magazine after all! If you've got gaming information that you think the rest of our readers will be interested in, send it to the address at the top of the page. Whatever you do, make sure that you write the section it's for in BIG LETTERS on the envelope. Or else, okay?



TIPS

Without copying them from other magazines, or even old issues of CVG, tell us the best tips for the latest games. Try and keep them for big, new games because we don't want to waste space printing the 'drop trousers' cheat for *IK+* on the Amiga (you press the 'T' key, in case you're wondering). The best tips and cheats each month win a free game!

HIGH SCORES

Every month the High Scores section gets more popular. It's your chance to prove that you're the best in the world at your favourite game, or to have a laugh at everyone else's scores. Put your best achievements down on paper and keep some proof, then let us know about it! It's as easy as 1, 2, uh... 4.

ART/CARTOONS

Hunter the dog from Hell calms down when he receives good artwork. Send him any drawings or cartoons you've done and he'll print his favourites. He'll drop a turd on the rest.

FREEPLAY FAN

What's your favourite game of all time? Why? What's so great about it? Don't just tell your mates, tell the world! We'll print your letters of luurve in FreePlay Fan.

MOST WANTED

See the chart on the front page of FreePlay? That's where we find out what you really want to read about. Use the form below or put your choice on the back of an envelope when writing to us. Let us know what games you're most looking forward to, whether they've been officially announced or otherwise. Come on, you can make a difference!

FREE ADS

The new name FreePlay Free Ads speaks for itself. It's the section of FreePlay where you have to pay £20 to place an advert. Not really – they're free! It'll cost you nothing to place a message where you can buy, sell or swap almost anything, even friends! One condition – just make sure everything's legal.

FANZINES

The dictionary says: fanzine *(fan,zeen) n. a small-circulation magazine produced by amateurs for fans of a specific interest, pop group, etc.* We say: "Send it to us and we'll hype it into Mir's orbit."

MOST WANTED

IN ORDER OF IMPORTANCE

1 ....
2 ....
3 ....
4 ....
5 ....

NAME ....

ADDRESS ....

....

.... TEL NO. ....

TO BE PRINTED YES/NO? (DELETE AS APPROPRIATE)

CONTRIBUTION IN NO MORE THAN 20 WORDS - PLEASE USE BLOCK CAPITAL LETTERS!

....

....

DON'T WANT TO CUT UP YOUR MAG? THEN JUST PHOTOCOPY THIS SECTION!

computer and video games

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